NEXT WAR: INDIA-PAKISTAN

GAME SPECIFIC RULES

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STANDARD GAME RULES

1.0 Introduction

These rules extend both the Standard and Advanced game rules and add nuances as they apply to the situation between India and Pakistan. Unless otherwise specified, Game Specific Rules apply to both the Standard and the Advanced Game and take precedence over any of those rules which they may contradict.

1.1 Components

Next War: India-Pakistan should contain the following:

- One 22" x 34" map depicting a portion of the border region between the Republic of India (India or ROI) and the Islamic Republic of Pakistan (Pakistan or IROP)
- 1 Standard & Advanced Game Rules booklet
- 1 Game Specific Rules booklet (this one)
- 684 ⁹/₁₆" Counters
- Seven 8½" x 11" Player Aid cards:
  1) Combat Results Table & Terrain Effects Chart (x2)
  2) Game Information & International Posture Results Display
  3) Standard & Advanced Game Player Aid Card
  4) Advanced Sequence of Play
  5) Standard Sequence of Play & Unit Identification Chart
  6) Setup & Reinforcement Chart
- Two 11" x 17" Player Aid cards:
  1) Air Superiority Display
  2) Advanced Game Player Aid Card

1.2 Nationality Colors

Different nationalities' counters are colored as follows:
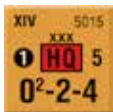
 – Republic of India – India (ROI)

 – Islamic Republic of Pakistan – Pakistan (IROP)

 – People's Republic of China (PRC)

 – U.S. Army (USA)

 – U.S. Air Force (USAF)

 – U.S. Marine Corps (USMC)

 – U.S. Navy (USN)

 – Commonwealth (CW)

 – France (FR)

 – Russia (RU)

1.2.1 Designations

For all purposes where the terms are referenced in the rules and charts, the ROI, RU, and US are considered "Allied". The IROP and PRC are considered "non-Allied". Commonwealth and France, when involved, are considered "Allied."

2.0 Terrain

[8.0 Standard/Advanced]

2.1 Installations/Hardened Targets

The following are considered Installations: Airbases, Nuclear Weapon Facilities, and, in some aspects, Bridges. The following are considered Hardened Targets: Nuclear Weapon Facilities [GSR 7.6], Missile markers [GSR 14.2.3], and Supply Depots.

2.2 Friendly Map Edges

The friendly map edges are defined as below:

ROI/RU/US: All East edge hexes, and all North/South edge hexes in India

IROP/PRC: All West edge hexes, and all North/South edge hexes in Pakistan

2.3 Rivers

2.3.1 Major Rivers

Next War: India-Pakistan introduces a new hexside terrain: Major River. In general, Major Rivers may only be crossed using ground movement at bridges (see below). In addition, combat is not allowed across a Major River hexside except across an intact bridge, with attack strengths halved (rounded up). Retreats are not allowed across unbridged Major River hexsides (Exception: Light Infantry units [8.5.1]).

2.3.2 Minor Rivers and Canals

The Punjab region of India and Pakistan features numerous irrigation canals. The map depicts some of the largest ones that are big enough to have significant effect on military operations in this part of the world. These canals are shown as "straight" minor river artwork, such as hex 2315 near Lahore. For rules purposes, they are treated as minor river hexsides for all purposes. While some of the canals don't run exactly along hexsides like minor rivers, players should consider any hexside crossed by canal artwork a minor river hexside. In addition, even though in places the artwork doesn't run exactly along the hexside, such as in hex 2614, movement and attacks along the nearby hexside between 2614/2714 (and other similar map situations, such as between 1614/1615) are still considered to be "across" the canal and thus treated as being across minor river hexsides.
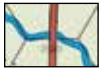
2.4 Bridge Hexsides

[Standard/Advanced]

Any hexside where a secondary road, primary road, highway, or HQ bridge [GSR 2.4.3] crosses a river hexside of any type is considered a "bridge" hexside. Fortifications have no effect on the use of bridges.

A unit is considered "adjacent" to a bridge hexside if the hex it is in contains an entire hexside where a bridge crosses a river.

Example: For the bridge hexside between 3214/3314, only those hexes (3214 and 3314) are "adjacent". Hexes 3313 and 3215 are not.

2.4.1 Bridge Damage/Destruction

[Standard/Advanced]

Because of the nature of the terrain and the limited bridging capabilities of the combatants, bridges take on increased importance in this region. There are three ways to damage/destroy bridges: ground units, Strikes, or SOF Raids.

Each time a player destroys a non-HQ bridge in a friendly country (including on the border), by any method, award the other player 1VP.

Play Note: In other words, be sure you want that bridge gone because if you are destroying bridges in your own country, you're giving your opponent Victory Points.

2.4.1.1 Bridge Damage/Destruction

Bridges accumulate damage and are destroyed in the same manner as an Installation [27.2]; however, the rules for Deliberate Damage [27.2.1] are not used for bridges. A bridge is fully functional until marked destroyed.

Play Note: To cut down on counter clutter on the map, text has been applied to the sprues between counters on the third counter sheet. Carefully cut these out and lay them along the hexside when a bridge is destroyed.

2.4.1.2 Ground Unit Bridge Destruction

[Standard/Advanced]

At the end of any friendly Movement Segment, the moving player may attempt to destroy bridges [GSR 2.4]. The player may only attempt bridge destruction if there is a friendly ground unit in a hex which contains a bridge hexside. Only one attempt per bridge, per friendly Movement Segment, may be made although a unit may attempt to destroy multiple bridges if eligible. Units under a Clearing marker may not attempt to destroy (or repair) bridges.

To make the attempt, the player rolls a die. The bridge is destroyed on a roll of 6 or less. The attempt fails on a roll of 7 or more. There is a +1 modifier to this roll if an enemy ground unit is also in a hex containing that same bridge hexside. If the bridge is destroyed, mark it with a "Bridge Destroyed" marker. The road connection across that bridge hexside is considered destroyed until repaired [GSR 2.4.2].

2.4.1.3 SOF Bridge Destruction

[Advanced]

In any applicable SOF Phase, either player may assign his SOF markers to a Bridge Destruction mission. The player must specify in which of the two hexes containing the bridge hexside the raid is taking place. The mission is considered a Raid against an Installation. There is a –1 DRM for SOF Raids against bridges.

2.4.1.4 Strike Bridge Destruction

[Advanced]

Either player may conduct Strikes against a bridge. The player must specify in which of the two hexes containing the bridge hexside the Strike is taking place. In addition to other modifiers that may apply, Strikes against bridges incur a +2 DRM; however, the "overstacked" DRM does not apply.

2.4.2 Bridge Repair

At the end of any friendly Movement Segment, the moving player may attempt to repair a damaged or destroyed bridge. Units under a Clearing marker may not attempt to repair (or destroy) a bridge.

To make the attempt, the repairing player rolls one die. The bridge is repaired on a roll of 6 or less. The attempt fails on a roll of 7 or more. If the bridge hexside is repaired, remove the "Bridge Destroyed" marker. The road connection across that bridge hexside is immediately considered functional for all purposes. The rules below detail any differences between repair in the Standard and Advanced Games. Refer to the Bridge Repair/Construction Table for any DRMs.

Only one repair attempt per bridge, per friendly Movement Segment, is allowed.

2.4.2.1 Standard Game Bridge Repair

[Standard]

A repair attempt requires a friendly division-sized unit to currently occupy one of the hexes containing the destroyed bridge hexside. If successful, the road connection across that bridge hexside is immediately considered functional for all purposes.

2.4.2.2 Advanced Game Bridge Repair
[Advanced]

The repairing player must expend a Supply Point, and repair may only be attempted if a friendly HQ is able to trace a Line of Communication [Advanced 19.2] of four Motorized MPs or less to one of the hexes containing the bridge hexside and no enemy unit occupies a hex containing the bridge hexside being repaired.

Exception: If a friendly, non-HQ ground unit is in a hex containing the bridge hexside being repaired, then an attempt may be made regardless of the presence of an enemy unit.
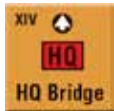
2.4.2.3 Strike Damage Removal
[Advanced]

Strike 1 & 2 markers on bridges are removed/reduced as appropriate in the Reorganization Phase. A Destroyed bridge which is Repaired [GSR 2.4.2.2] does not replace the Destroyed marker with a Strike 2 marker. It is simply repaired to full function.

2.4.3 HQ Bridges
[Advanced]

Friendly HQ units may create temporary bridges across major and minor rivers. This simulates the use of inherent engineering functions. HQ Bridges function in all respects as normal bridges: they negate the additional MP normally required to cross a minor river hexside and allow a unit to cross a major river hexside at no additional cost in MP.

At the end of a friendly Movement Segment, an HQ that is not in an enemy ZOC may create one bridge across a major or minor river hexside using the Advanced Game bridge repair procedure [GSR 2.4.2.2].

Exception: An airborne [GSR 3.1] HQ may only place an HQ bridge if it can also trace a Line of Communication to a friendly Supply Source [Advanced 19.1], and it is not using Airbase/Airfield Supply [GSR 10.3].

To indicate the engineer bridging effort, place the HQ's Bridge marker in one of the hexes with the arrow pointing to the hexside being bridged. Each HQ may have only one such bridge in place at a time. Once placed, the HQ Bridge remains in operation until one of the following occurs:

a) It is removed voluntarily by the player at the end of a subsequent friendly movement segment;

b) The placing HQ moves beyond support range of the bridge hexside during a friendly movement segment or due to a retreat;

c) Any enemy ground unit ends its Movement Segment in a hex containing a bridge hexside (apply only if the other hexside is not occupied by a friendly ground unit);

d) It is destroyed per 2.4.1 Bridge Damage/Destruction;

e) A Nuclear Attack is successfully resolved [GSR 7.3.2] in a hex containing the bridge hexside.

If any one of these events occurs, remove the HQ Bridge marker immediately. If the HQ Bridge marker is removed due to c, d, or e above, remove it permanently from the game.

An HQ Bridge marker which is removed for any reason may not be placed again until the end of the next friendly Movement Segment.

2.5 High Mountains

High Mountains represent a new type of terrain showing mountainous terrain at or above 15,000 feet. These mountain hexes are impractical for most military operations and have the following effects:

1. No movement is allowed into or out of them except along a road;

2. Airmobile and Airborne Landings are prohibited;

3. Units using Airmobile Movement may not move through them;

4. Attack Helicopter support is not allowed for either the attacker or the defender;

5. Attack Helicopters may not trace their Combat Support range path through them;

6. Air Strikes (including Interdiction) receive a –2 DRM.

Note: High Mountain hexes are treated as normal mountain terrain for all purposes unless otherwise specified in the rules and/or charts.

2.6 Urban Capitals: Islamabad

The only Capital Urban hex on the map is Islamabad. Players earn VP for it as a normal Urban hex; however, it does count as a Capital for the purposes of Automatic Victory [12.2].

3.0 Units

[2.0 Standard/Advanced]

3.1 Airborne Units

The following are considered airborne units: the brigades and HQ of the US 82nd Airborne Division, the US 173rd Airborne Brigade, the brigades and HQs of the PRC airborne divisions, the brigades and HQs of the Russian airborne divisions, and the ROI 50th Airborne Brigade.

3.2 US Carrier Air Wings
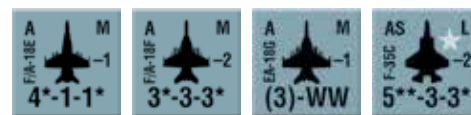
A U.S. Carrier Air Wing consists of 1 x F/A-18E, 2 x F/A-18F, and 1 x EA-18G. [Also see GSR 16.1 for Optional Rule.]

3.3 Artillery Brigades

Both sides have Artillery (including Rocket Artillery) Brigades specifically dedicated to providing fire support. Artillery Brigades are treated as units in all respects except that they may also provide column shifts in combat. They may use this special ability twice per turn. Rotate the Artillery Brigade for each use just as for Attack Helicopters [6.5.2]. Rotate them back in the Reorganization Phase using the same procedure as Attack Helicopters [6.5.2 and the SOP].

When playing the Advanced Game, if marked Strike 1 or Strike 2, they are affected in the same way as HQs [Advanced 27.3].

Artillery Brigades provide one column shift in combat. One or two Artillery Brigades may support a combat on the attacking side, but only one may support a combat on the defending side. An Artillery Brigade may support any combat within its support range, including combat in its own hex. Artillery Brigades are independent units and may use any friendly HQ for the purpose of supply.

3.4 Combat Outposts

The India-Pakistan border, while not as fortified as the DMZ in Korea, does have areas where Border Guards, Reconnaissance Troops, and numerous fortified positions are concentrated in an effort to delay a potential enemy advance. Combat Outpost (CO) markers abstractly represent these forces. The following rules govern CO markers:

1. Combat Outposts may be placed in any friendly border hex, but not more than one per hex;

2. They are treated as Leg units except that they have no movement allowance, no ZOC, and must remain in the hex in which they are initially placed throughout the game until they are eliminated;

3. They are considered independent units for purposes of HQ support [Advanced 18.2];

4. They are always considered to be in supply [Standard 13.1 / Advanced 19.0] and are never isolated [Advanced 19.7];

5. CO markers have no stacking value although they do count as one "step" for purposes of combat losses – they stack "for free" in their hex;

6. If the defender, they must be chosen as the first step-loss in combat, regardless of which defending unit was used for combat efficiency purposes.

7. When available, Combat Outposts are placed after all pre-game movement is completed.

3.5 USMC Task Force

The USMC forces in *NWIP* are depicted as battalions so the USMC can be used as flexibly as the player desires. Operationally, however, the Marines are often brigaded together as a task force. The III TF counter is provided to represent this ability. It may be formed in Step 1 of the Reinforcement and Replacement Phase whenever USMC units in the following configuration are in supply (if using the supply rules) and stacked together: 3 Infantry Battalions and a LAR battalion. If any of the battalions have a Strike marker, the new III TF unit "inherits" the worst such marker when formed. When the TF is formed, place the TF counter in the hex where the battalions are stacked and remove the battalions from the game. If the USMC units are available during scenario setup, the TF may be formed prior to play.

3.6 Mountain Infantry Units

Both sides have mountain infantry units. These units are infantry units with special training and equipment for operating in mountainous terrain. All units with the mountain infantry symbol:

1. Treat Mountain, Highland, and Highland Woods as Rough Woods for Movement;

2. Receive a +1/–1 combat DRM as the defender/ attacker in a Highland, Highland Woods, Mountain or High Mountain hex;

3. May use Leg MPs (instead of motorized) to trace an LOC [19.2] through a Highland, Highland Woods, or Mountain hex.

3.7 US Army Brigade Combat Teams (BCT)
[Advanced]

For all purposes, US Army units are considered subordinate to any US Army (but not USMC) HQ, regardless of their formation.

Example: The 82nd Airborne HQ may provide combat support and supply to a brigade of the US 10th Mountain Division.

Exception: *When using Airbase/Airfield supply [GSR 10.3] the 82nd Airborne Division HQ may provide supply only to units of the 82nd Airborne Division.*

3.8 US 10th Mountain Division

This division still has its Reinforcement codes in the upper right corner in case players would like to use them, including the new rules for mountain infantry, in either *Next War: Korea* or *Next War: Taiwan*. Otherwise, these codes can be ignored for this game.

3.9 173rd Airborne Brigade

A counter has been included for this BCT. It is considered airborne [GSR 3.1], and it arrives as a reinforcement on the same turn the first U.S. ground units arrive.

Design Note: This unit may also be used when playing *Next War: Korea* or *Next War: Taiwan*. It arrives as part of Reinforcement B.

3.10 Replacement Counters
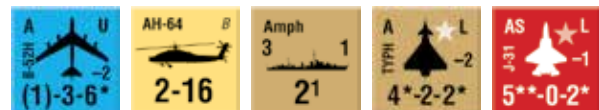
Several counters have been provided as replacements for those in *Next War: Korea* and *Next War: Taiwan*. The USAF B-52Hs have been given Stand-off Strike capability. The Japanese AH-64 now has a reduced side. The Commonwealth AMPH has been given a SAG on its reverse side to take advantage of the AMPH conversion rule introduced into the Series Rules in *NWT*; in addition, a new Typhoon counter with the appropriate silhouette has been provided to replace the existing one in *NWK*. Finally, a new PRC J-31 with updated values replaces the one in *NWT*.

3.11 Expansion Counters [GSR 19.0]

There are several counters included as expansion counters. These consist of the 1st Australian Division, 16th UK Air Assault Brigade along with an AH-64, two additional Typhoons and two additional CF-18s for the Commonwealth, the French 13 Demi-brigade (which is battalion-sized despite its name), French 2nd Marine Para Regiment (also a battalion-sized unit, *2e Régiment de Parachutistes d'Infanterie de Marine*), and two French Rafales. Rules for including these optional units in this game are found in GSR 16.13. Rules for including these counters in *Next War: Korea*, *Next War: Taiwan* can be found in GSR 19.0.

4.0 Weather

[4.0 Standard/ 22.2 Advanced]

Before a scenario begins, randomly determine the season for the scenario. Roll one die. On a 0-6 it is the "Dry" season, on a 7-9 it is the "Rainy" season. Optionally, allow the Initiative Player to choose the season.

The different seasons have effects on the Weather Die Roll [4.0] .

> **Weather DRMs:**
>
> Dry Season –1
>
> Rainy Season +2

Note: On-Map Weather Table is Clear 0-5 / Overcast 6-7 / Storm 8-9

5.0 Movement & Stacking

[8.0 Standard/Advanced]

5.1 Multi-national stacking

If ground units of different nationalities are stacked together, each of their Efficiency Ratings is reduced by one.

Design Note: These units do not train together routinely and their commands are not integrated; we do not believe that they will have the capability to work effectively together within the same local command net.

5.2 Air Transport Limitations

In any allowable movement segment, the Allied side may use Air Transport for 2 stacking points and the non-Allied side may use Air Transport for 1 stacking point.

Intervention by the US, RU, or PRC may increase these limits: US intervention at Level 3 or higher adds two to the Allied side. RU intervention at Level 3 or higher adds one to the Allied side. PRC intervention at Level 3 or higher adds one to the non-Allied side. These increases take effect on the turn indicated in the scenario's reinforcement schedule.

5.3 Airborne/Paradrop Movement Limitations

Unless modified by Scenario Special Rules, in any allowable Movement Segment, a nationality may use Airborne/Paradrop Movement as follows:

1. ROI – one Stacking Point of ROI airborne units
2. PRC – four Stacking Points of PRC airborne units
3. US – any or all of their airborne units.
4. RU – three Stacking Points of RU airborne units

GSR 3.1 contains a listing of applicable Formations.

5.4 Holding Boxes

There are three Holding Boxes in *NWIP*: Pakistan (IROP), India (ROI), and China (PRC). They are located on the Air Superiority Display.

The Holding Boxes can be used to receive and hold units and reinforcements [GSR 8.1, 8.2]. Ground units must utilize Air Transport, Airborne Movement, or Airmobile Movement to enter or leave the Holding Boxes and enter the map.

***Exception:** Fighting onto the map [GSR 8.2].*

Only IROP and PRC units are allowed to enter the Pakistan (IROP) Holding Box. Only PRC units may enter the China (PRC) Holding Box. Only ROI, US, and RU units are allowed to enter the India (ROI) Holding Box.

5.4.1 Airmobile Movement & Attack Helicopters

The ROI, IROP, and PRC all have map edge Transit Areas through which they may trace Airmobile, Air Transport, and Airborne Movement from their holding boxes onto the map. In addition, Attack Helicopters based off map may trace, with the appropriate MP cost, on to the map.

To conduct Airmobile Movement or Attack Helicopter Combat Support from a Holding Box onto the map, count hexes starting from a hex adjacent to the appropriate colored Transit Area (Orange for ROI, Green for IROP, Red for PRC) with the moving unit having already expended movement points.

- From the ROI or IROP Holding Boxes, the unit has already expended five movement points.
- From the PRC Holding Box, the unit has already expended 10 movement points.

Attack Helicopters may Rebase from the IROP or ROI Holding Boxes to a friendly Airbase/Airfield/City Hex/Urban Hex and vice versa. To Rebase from the map to a Holding Box Airbase, move the unit to the hexes specified above and then add the required MP to determine if the helicopter can reach the Holding Box Airbases.

5.4.2 Air Transport & Airborne Movement

Players may utilize Air Transport and Airborne Movement to/ from the Holding Boxes.

5.4.3 Strikes Against Holding Box Installations

[Advanced]

The Airbases and Nuclear Weapon Facilities Installations in a Holding Box can be the targets of Strikes (Air, Missile, and Cruise Missile only) and SOF Raids and receive Strike markers. An Airbase or Nuclear Weapon Facility in a Holding Box is considered to be:

1. In Rough terrain for all purposes;

2. Within 2 hexes of an HQ unit for Detection and Air Defense Fire;

3. "Occupied, but by less than a brigade" for SOF Raids, and thus generates a +1 raid DRM.

Regardless of Strike or Destroyed markers present on Airbases in a Holding Box, all Holding Boxes are assumed to have an un-damaged Airbase for the purpose of using Airmobile Movement, Air Transport, or Airborne Movement to/from the Holding Box.

The Airbases in the PRC Holding Box may not be attacked in any manner unless the PRC has intervened [GSR 17.2.2] at Level 3 or Level 4

5.4.3.1 PRC Holding Box Airbase Destruction Effects

In the event all of the Airbases in the PRC Holding Box are marked with either a Strike 2 or Destroyed marker at the end of the Reorganization Phase, the PRC player must move one-third (round fractions up to the nearest integer, i.e., $3\frac{1}{3}$ becomes 4) of all units in the PRC Ready Box to the Flown Box. While this condition is in effect, ignore sub-steps "a", "b", & "c" of the Air Superiority Step in the Air/Naval Phase as they pertain to the PRC.

> **Design Note:** These airbases and nuclear weapon facilities represent the significant off-map military infrastructure of both sides. While in theory all of a nation's airbases can be "destroyed" in the game, we assume that air operations can continue at backup sites and at reduced levels at the major bases.

5.4.4 Holding Box Air Defenses

[Advanced]

The Pakistan and India Holding Boxes use the values on the Air Defense Track. The PRC Holding Box Air Defense values are shown in the PRC Holding Box and are permanent (i.e., they may not be reduced through SOF Raids or Strikes of any kind).

> **Design Note:** Unlike India and Pakistan, the PRC has a very modern —and mobile—air defense system. We assume that any damage it sustains will quickly be replaced from the large stock of mobile SAM systems available.

5.4.5 Collateral Damage

[Advanced]

If a Strike or SOF Raid results in collateral damage [27.7.4] to an Airbase in the China Holding Box, then air unit step losses must be taken by PRC aircraft based in the PRC Basing Box. Similarly, such step losses to Airbases in the Pakistan/India Holding Boxes apply to units based in the Pakistan/India Basing Boxes, respectively.

6.0 Combat

[9.0 Standard/Advanced]

6.1 Mixed nationalities in Combat

When different nationalities engage in combat, they are affected as follows:

6.1.1 Allied

When ROI, RU, and/or US ground units attack together, they incur an unfavorable (+1) DRM.

6.1.2 Non-Allied

When IROP and PRC ground units attack together, they incur an unfavorable (+2) DRM.

7.0 Tactical Nuclear Weapons

[Advanced]

7.1 Nuclear Weapon Release

In *Next War: India-Pakistan* the only player who can initiate the use of nuclear weapons is the IROP player. At the end of each Game Turn, the IROP player may roll for nuclear weapon release if any of the following conditions are met:

a) The Allied player controls one Urban or two City hexes in Pakistan;

b) There are three or more Allied ground units in Pakistan within 5 hexes of Islamabad; or

c) The Allied player has 15 more VP than the IROP player.

To get nuclear weapon release, the IROP player rolls one die. On a 6 or less nuclear weapons are released. On a 7 or more nuclear weapons are not released. This roll is kept secret from the ROI player. If nuclear weapons are released, the IROP player may continue to roll in future turns to confuse the ROI player. Any such subsequent rolls have no impact on nuclear weapon release.

The ROI player is automatically granted nuclear weapon release in the Strike Phase following the one in which the IROP player successfully resolves [GSR 7.3.2] his first Nuclear Attack.

7.2 Nuclear Weapon Points

Both players start with a specified number of Nuclear Weapon Points (NWP), as given by the scenario allocations. These points may never be replenished.

> **Design Note:** While both sides are estimated to have more than 100 individual nuclear warheads, this rule assumes that some of these weapons are not in a fully operational status and that many of them will be held in "strategic reserve". This rule also assumes that both sides will wish to avoid a large-scale exchange and use the weapons very sparingly.

7.3 Nuclear Weapon Attacks

7.3.1 Placing a Nuclear Attack Marker

In either Strike Phase, prior to all other Strikes, each player (alternating, IROP first) who has nuclear weapon release [GSR 7.1] may place Nuclear Attack markers. Neither side may place more than three Nuclear Attack markers per turn. Decrement the player's Nuclear Weapons Points marker by one for each Nuclear Attack marker placed.

1. The IROP player may place a Nuclear Attack marker in any

hex on the map containing Detected [21.0] ROI units or an ROI-controlled Installation/Airfield in India. The IROP player may not place such a marker in a holding box, Urban/City hexes in Pakistan, or hexes with US/RU units.

2. The ROI player may place a Nuclear Attack marker in any hex on the map containing Detected [21.0] IROP units, or an IROP Installation/Airfield in Pakistan. The ROI player may not place such a marker in a holding box, Urban/City hexes in India, or hexes with PRC units.

7.3.2 Resolving a Nuclear Attack

Once all markers are allocated to target hexes, resolve each Nuclear Attack by rolling one die:

1. On a 0-6 the attack result is "full yield". Each enemy unit, Supply Depot, or MSU in the target hex loses one step (one step units are eliminated). Any surviving units receive a Strike 2 marker. All Fortifications, Installations, and Airfields in the hex are marked destroyed. All bridge hexsides [GSR 2.4] are destroyed. Check for possible PRC, RU, or US withdrawal [GSR 7.5].

2. On a roll of 7-8, the attack result is "fizzle". One enemy unit, Supply Depot, or MSU in the hex loses one step (enemy player's choice). Any one Installation or Airfield in the hex is marked destroyed by the player who placed the marker. All remaining units and Installations/Airfields receive a Strike 2 marker. All bridge hexsides [GSR 2.4] are destroyed. Check for possible PRC, RU, or US withdrawal [GSR 7.5].

3. On a roll of 9, the attack result is "malfunction". No enemy units take losses and the Nuclear Attack marker is removed. Installations/Airfields and bridges are not damaged.

"Full yield" and "fizzle" are both considered successful resolutions of the attack for all purposes.

> **Design Note:** Neither India nor Pakistan has had a testing program in place for over ten years on either their nuclear weapons or their delivery systems. Either or both are liable to fail.

7.4 Nuclear Weapon Attack Marker Effects

Once successfully resolved, a Nuclear Attack marker is flipped over to its reverse side and may not be removed. For the remainder of the game it has the following effects (summarized on the marker):

7.4.1 Efficiency Rating Penalty

The ER of a unit is affected by proximity to the hex as follows:

7.4.1.1 Ground Zero

Any non-US unit in a hex with a Nuclear Attack marker has its efficiency reduced by 4 while in the hex. A US unit has its efficiency reduced by 3.

7.4.1.2 Fallout

Any unit in a hex adjacent to any number of Nuclear Attack markers has its efficiency reduced by two. This is not cumulative with the Ground Zero effects above.

7.4.2 Movement Penalty

Leg or light infantry class units may only enter a hex with a Nuclear Attack marker using Ground Movement by spending their entire movement allowance. Motorized or mechanized class units spend an additional +4 MPs to enter such a hex.

7.4.3 Supply Path Effects

No Line of Communication [19.2] may be traced into/through a hex containing a Nuclear Attack marker for the purpose of determining supply. Units in a hex with a Nuclear Attack marker may still trace out of the hex to a potential supply source.

7.5 Nuclear Weapon Attack VP and Diplomatic Impacts

For both players, successful resolution [GSR 7.3.2] of a Nuclear Attack awards the other player three VP. This is added directly to their VP total and not to the "VPs This Turn". If a Nuclear Attack marker is placed in an enemy Urban or City hex, an additional ten VP (for a total of 13VP) are awarded to the other player. In addition, all VP that result from a Nuclear Attack (eliminated enemy units, Installations, Collateral Damage, etc.) are added directly to VP totals and not "VPs This Turn".

For either player, successful resolution [GSR 7.3.2] of a Nuclear Attack may result in the immediate withdrawal of the forces of supporting nationalities:

1. At the end of each Strike Phase in which a Nuclear Attack is successfully resolved by the ROI player, roll a die. On a roll of 3 or more, US forces withdraw [GSR 7.5.1] from the conflict. On a roll of 6 or more, RU forces withdraw from the conflict.

2. At the end of each Strike Phase in which a Nuclear Attack is successfully resolved by the IROP player, roll a die. On a roll of 6 or more, PRC forces withdraw from the conflict.

7.5.1 Withdrawal

When the forces of a nation withdraw, that nation's ground units, air units, Cruise Missile points, Supply Depots, SOF mission markers, and Airmobile Points are removed from the game as follows in the rules below, and future reinforcements for that nation do not arrive.

For all purposes, for that nation, the intervention level for the rest of the game is considered to be "No Intervention". Exception: Any VPs awarded at the start of the game to the opposing player under the intervention level selection rules [GSR 17.2.3] are retained.

> **Design Note:** In general, players have until the end of the turn when a withdraw occurs to "fill the gaps" in the line that the withdrawing units may leave behind. Withdrawing air and Attack Helicopters can provide air and ground defensive cover, but not assist with attacks or conduct strikes.

7.5.1.1 Ground Units

For the remainder of the turn during which a withdrawal is ordered [GSR 7.5], ground units of the withdrawing nation may not conduct any attacks. They defend normally. At the end of the Victory Determination Phase of the turn when the withdrawal

is ordered, remove all ground units of that nation from the map or Holding Boxes.

7.5.1.2 Air Units

For the remainder of the turn during which a withdrawal is ordered [GSR 7.5], air units of the withdrawing nation may not conduct any Air [23.4.1] or Cruise Missile [26.0] Strikes. They may conduct Combat Support missions [23.5], but only in support of defending friendly ground units. If in the Air Superiority box, they may conduct Interceptions [24.4]. At the end of the Victory Determination Phase of the turn when the withdrawal is ordered, remove all air units of that nation from the Basing Boxes.

7.5.1.3 Attack Helicopters

For the remainder of the turn during which a withdrawal is ordered [GSR 7.5], Attack Helicopter units of the withdrawing nation may not conduct any Helicopter Strikes [23.4.2]. They may conduct Combat Support missions [23.5], but only in support of defending friendly ground units. At the end of the Victory Determination Phase of the turn when the withdrawal is ordered, remove all Attack Helicopter units of that nation from the map and Holding Boxes.

7.5.1.4 Game Information Display

A nation's markers (including SOF Mission Markers), if any, on the display are removed at the end of the Victory Determination Phase.

7.6 Nuclear Weapon Facilities

For every ROI/IROP Nuclear Weapon Facility destroyed (by any means) or captured, the affected player immediately loses one Nuclear Weapon Point. Decrement the marker on the Game Information Display appropriately.

Note that there are additional Nuclear Weapon Facilities in the India and Pakistan holding boxes that may be attacked as if they were on map [GSR 5.4.3].

Unlike installations, once destroyed, a nuclear weapon facility may not be repaired [27.9.1].

7.7 UN Resolution DRM

If a Nuclear Attack is successfully resolved [GSR 7.3.2], all future UN Resolution die rolls incur a +2 DRM. This DRM is in addition to any current DRM based on other game conditions.

7.8 Collateral Damage DRM

If a Nuclear Attack is successfully resolved [GSR 7.3.2] in a hex with an enemy Airbase or Airfield, the Collateral Damage [27.7.4] roll incurs a –2 DRM.

8.0 Reinforcements

[10.0 Standard/Advanced]

8.1 Reinforcements

During the Reinforcement Phase, players will receive reinforcements in the form of ground units arriving on the map edges, units that arrive by Air Transport Movement, air units, Supply Points, Missile Points, and Special Forces counters.

Note that Reinforcements are listed in the turn they arrive. In other words, if a given reinforcement is listed for GT2, then in the Reinforcement Phase of GT2, it is pulled from the counter mix and placed on the map in accordance with the rules below.

8.2 Ground Unit Reinforcements

Ground unit reinforcements may be placed in a map-edge hex within one hex of their designated entry hex.

If enemy ground units occupy all of a unit's possible arrival hexes, that reinforcement unit may either be placed in the appropriate Holding Box or attempt to fight its way on to the map.

If placed in the Holding Box, in subsequent Reinforcement Phases check the arrival hex. The unit will continue to be delayed one turn until its designated (or adjacent) hex is not occupied by an enemy ground unit.

If the unit (or units) will fight its way on to the map, place the unit on the map edge adjacent to an arrival hex. Any such units are considered to occupy a hex with the same terrain as the designated arrival hex. All stacking rules apply and the off-map units can be attacked by the on-map units except that on-map units may not Advance After Combat off the map (and off-map units never retreat). There may be only one such off-map stack per designated entry hex.

A player can continue to add Reinforcement units to the off-map stack either from newly arriving units with that designated entry hex or from the appropriate Holding Box. Units in such an off-map stack may only attack; no other movement from the off-map stack is allowed. Combat is resolved normally.

8.2.1 Air Transport Arrival

Some ground units arrive by Air Transport Movement [8.5.2]. If the player has any level of Air Superiority, or the Air Superiority level is Contested, these units may arrive on map by Air Transport Movement at a friendly-controlled Airbase (not Airfield) that is not Destroyed or marked with a Strike 2 marker. They may also be placed directly in a Holding Box.

If the enemy side has any level of Air Superiority, these units must arrive in a Holding Box.

Arrival during the Reinforcement Phase via Air Transport Movement does not count against the player's Air Transport Point limitation.

8.3 Air Units

[Standard/Advanced]

Both sides' air units are placed in the appropriate Ready Boxes on the Air Base Display [GSR 13.4]. Helicopter units are placed at any friendly-controlled Airbase or Airfield not marked with a Strike 2 or Destroyed marker. They may also be placed in a Holding Box.

If playing using the Standard Game supply rules [13.1] or the Advanced Game, the Airbase/Airfield must also have a valid Line of Communication [Standard 13.1.3 / Advanced 19.2] to a supply source [Standard 13.1.2 / Advanced 19.1].

8.4 Supply Points, Supply Depots, Missiles, Special Forces Counters, etc.

All such reinforcements for either side are added to the Game Information Display using the appropriate marker.

Mobile Supply Units (MSU) received as reinforcements, or set up at the start of a scenario, must be placed in a friendly-controlled hex that is in supply from a map-edge supply source [GSR 10.2] or friendly Urban hex [19.1]. If no such hex is available, the MSU's arrival is delayed one turn.

8.5 Weather Effects

On "Storm" turns, no ground units may arrive on the map by Air Transport. Instead, place them directly in the appropriate Holding Box.

8.6 Air Unit and Helicopter Replacement

[27.9.3.1]

The ROI player may use this process only for the following air unit types: MiG-21, Jaguar, and MiG-27.

IROP, RU, FR, and CW air units may not use this process.

The U.S. may use this process only for the following air unit types: F-15C, F-16D, F/A-18E, F/A-18F, and AH-64.

The PRC may use this process only for the following air unit types: J-10, J-11B.

9.0 Subordination

[18.0 Advanced]

9.1 HQs

There are no Supreme HQs in *Next War: India-Pakistan*.

10.0 Supply & Isolation

[19.0 Advanced]

Due to the nature of the battle area, special rules are required for determining supply.

10.1 Isolation

In addition to Series Rule 19.7.1, units may also avoid Isolation if they can trace a path of contiguous land hexes (of any length) free of enemy units or their ZOCs to a friendly map-edge hex [GSR 2.2] with a road that leaves the map. Ignore enemy ZOCs in hexes that contain friendly ground units. They may not trace across an unbridged Major river hexside.

10.2 Additional Supply Sources

Given the dense population of most of the area represented by the map, there are additional areas of supply that would be used by the armies of both sides. To reflect this, units may consider the following map-edge hexes as Urban Supply Sources:

1. Hex 5005 (IROP and PRC units only)

2. Hexes 1623, 2522, and 3223 (ROI, RU, and US units only)

10.3 Airbase/Airfield Supply

 If their side has any level of Air Superiority, US, PRC, and RU airborne [GSR 3.1] units may use any one friendly-controlled Airbase or Airfield that is not marked Strike 2 or Destroyed as a Supply Source [19.1]. Such an Airbase or Airfield has a supply range of 4 Motorized MPs. Only subordinate airborne units may receive supply from an airborne HQ using Airbase/Airfield supply. Mark the Airbase/Airfield being used for such supply with the appropriate Airborne Supply marker.

> **Play Note:** This rule can and should be retrofitted to both *Next War: Korea* and *Next War: Taiwan*.

10.4 Sharing of Supply Points

Only the ROI and IROP may accumulate Supply Points. However, PRC units may use IROP Supply Points for all purposes, and US/CW/FR/RU units may use ROI Supply Points for all purposes.

10.4.1 Emergency Resupply

Due to the limited logistics capabilities present in the region, an Emergency Resupply marker may only be placed on a unit which is the same nationality as the counter (Exception: CW and French units may use US markers). Also note that there is a limited number of these markers available for each nationality (2 x ROI, 2 x IROP, 2 x US, 2 x PRC, and 1 x RU) but the maximum SP allowed remains the same, i.e., 3 [19.6].

10.5 Supply Source Restrictions

Due to the limited integration of logistics networks, units of each nationality face restrictions on valid supply sources. The following restrictions apply to tracing Lines of Communication [19.2] for HQ units, Mobile Supply Units (MSUs), Supply Depots placed during a supply phase, and other ground units. In all cases, in-supply HQ units may provide supply normally to subordinate units.

1. IROP units may use all non-Allied Supply Sources [19.1] other than the PRC Mobile Supply Unit (MSU).

2. PRC units may only use the PRC MSU, map-edge supply [GSR 10.2], or Urban hexes in Pakistan. ***Exception:*** *Airbase/Airfield supply [GSR 10.3]*.

3. ROI units may use all Allied Supply Sources [19.1] other than the US Army or USMC Mobile Supply Units (MSUs).

4. US Army units may only use the US Army MSU, map-edge supply sources [GSR 10.2], or the Amritsar Urban hex (2517). ***Exception:*** *Airbase/Airfield supply [GSR 10.3]*.

5. USMC units may only use the USMC MSU, map-edge supply sources [GSR 10.2], or the Amritsar Urban hex (2517).

6. RU units may only use map-edge supply [GSR 10.2], or the Amritsar Urban hex (2517). ***Exception:*** *Airbase/Airfield supply [GSR 10.3]*.

10.5.1 US and PRC Mobile Supply Units

The US and PRC do not have Supply Depots. Instead, they have MSU counters (the US Army and USMC each have their own). Unless otherwise noted, these function as normal MSUs. If these counters are eliminated by some means, they can be rebuilt using the normal mechanisms [19.4] in a friendly-controlled Urban hex or map-edge Supply Source [GSR 10.2] hex.

In an exception to Series Rule 19.2, the US and PRC MSUs may only provide supply if in supply from friendly-controlled urban hexes or map-edge additional Supply Sources [GSR 10.2] (but not IROP/ROI Supply Depots).

10.5.2 IROP and ROI MSUs

The IROP and ROI may create an MSU using the normal rules [19.4]. In addition, an MSU may be created at one of the map-edge Supply Sources.

> **Design Note:** Players should be aware that the ROI and IROP have only a single MSU available. This is by design as neither side really has the wherewithal to support the massive kind of logistics effort an MSU represents. In addition, the US and PRC don't have Supply Depots available. Neither one is likely to spend the resources necessary to create such a huge stockpile. They do, however, have MSUs available that can provide supply …albeit that they're a lot more vulnerable to disruption and destruction.

10.6 Holding Boxes

Units in Holding Boxes, regardless of nationality, are always in supply and are never Isolated.

11.0 Targeting

[20.0 Advanced]

When Special Forces successfully target a unit or Installation, place a "Target –1" marker on the target if a non-US SOF places the marker, or a "Target –2" marker if a US SOF places the marker.

12.0 Electronic Detection

[21.0 Advanced]

Both players may make Electronic Detection [21.3] attempts against specific enemy HQs during the Electronic Detection Phase. US/RU/PRC Intervention Levels and the weather determine the total number of attempts per side [see Electronic Detection Table]. Specifically, each side (IROP and ROI) receives three rolls. If the US, RU, or PRC intervenes, then that side gains an additional roll per nation. In addition, if the CW/FR intervene [GSR 16.13], the allied side gains one additional attempt. If the PRC intervenes, the non-allied side also gains a –1 DRM to all rolls.

13.0 Airpower

[6.0 Standard/22.0 Advanced]

13.1 Weather Capabilities
[Standard]

When rolling for Air Points in the Standard Game in Overcast or Storm weather, both sides are considered to have Limited All-Weather Capability [4.1.2/4.1.3].

13.2 Air Unit Ranges
[Advanced]

The range of each air unit (the letter in the upper left hand corner of the counter: S = Short, M = Medium, L = Long, U = Unlimited) determines how far an air unit can fly missions from its Basing Box. Air units may fly any mission they are eligible to fly under Series Rule 22.5, with the following limitations:

13.2.1 Short-Range Air Units

1. If based in the IROP or ROI, may not fly Strike, Combat Support, or Escort missions whose target is more than five hexes into an enemy country, counting from the border, or located in an enemy holding box.

2. If based in the PRC, may not fly Strike or Combat Support missions whose target is on/south of hex row 40xx, or located in an enemy holding box. May not fly Air Superiority missions.

3. If based in Diego Garcia, may not fly any missions.

13.2.2 Medium-Range Air Units

If based in Diego Garcia, may not fly any missions.

13.3 Attack Coordination
[Advanced]

No coordination is allowed between different nationalities, which means all air-to-ground missions [23.0] may not include air units from more than one nation (IROP, PRC, ROI, US, and RU). However, units from all nationalities may be placed in the Air Superiority Box, if otherwise eligible.

Exception: *US, Commonwealth, and French air units may conduction missions together. This obviously requires the CW and FR units to have been chosen as options.*

13.4 Air Basing Limitations

[Advanced]

Air units are restricted as to where they may base as follows:

1. IROP air units may base only in the IROP.
2. ROI and RU air units may base only in the ROI.
3. PRC air units may base only in the PRC.
4. USAF units may base in the ROI or Diego Garcia.
5. USAF bombers (B-1, B-2, and B-52) must base in Diego Garcia.
6. USN air units may base only in US Carrier boxes.
7. USMC air units may base in the ROI or US Carrier boxes.

13.4.1 SOP Designated Bases

[Advanced]

For the purposes of Steps 1a and 1b of the Air/Naval Phase (Advanced SOP), designated bases are those in the PRC, ROI and IROP (including in the PRC/ROI/IROP Holding Boxes).

13.4.2 Diego Garcia/USA/Guam Basing

Any air units based in Diego Garcia are placed into the Recovery Box after flying any mission.

13.5 IROP and ROI Air Defense Track Limits

[Advanced]

The IROP/ROI ADF Values are limited and cannot be increased beyond a certain point except by Special Scenario Rules. The counters and ADF Track are marked with these numbers as a reminder. In addition, each ADF marker may be increased only by one in any given turn.

14.0 Theater Warfare Assets

[26.0 Cruise Missiles - Advanced]

14.1 Cruise Missiles

[Advanced]

The US, Russia, and the PRC are assigned a number of Cruise Missile Points as determined by the scenario and intervention level. Use the appropriate marker to record this on the General Records Track. Each time a Cruise Missile attack is initiated, decrement the appropriate Cruise Missile marker by one.

If available based on the intervention level, two US Cruise Missile Points may be used *per Strike Phase*.

If available based on the intervention level, one PRC Cruise Missile Point may be used *per Strike Phase*.

If available based on the intervention level, one RU Cruise Missile Point may be used *per Strike Phase*.

In addition to the these allowances, and if available based on the intervention level, each Tu-22, Tu-95, H-6, H-10, B-52, B-1, and

B-2 unit in the ready box may use one Cruise Missile Point *per game turn*. Move the unit immediately to the Flown Box, no Interception or ADF is allowed.

Design Note: These attacks represent roughly ten missiles, each individually targeted and programmed to fly different courses to the target. They are flying at very low altitude with terrain following capabilities providing a high degree of protection from detection or attack. Given the limited amount of AWACS coverage and look-down/shoot-down missile armed aircraft, it's hard to imagine a situation where at least half of the missiles would not reach the target.

14.1.2 Cruise Missile Allocation

The attacking player announces the target, decrements the marker on the General Records track, and resolves the Strike using the Cruise Missile column on the Strike Chart and the appropriate DRMs. Players must allocate all of their Cruise Missile Strikes before resolving them. Players alternate Strike allocation, Initiative player first. On a contested turn the First player makes first allocation. Players may allocate multiple Cruise Missiles to a single target in the same Strike Phase.

14.2 IROP and ROI Ballistic Missiles

[Advanced]

Each Advanced Game scenario will assign the IROP and ROI players a number of Missile points. Use the appropriate marker to record this on the General Records Track. Each time a Missile attack is initiated, decrement the marker by one.

14.2.1 Targets

Missiles may be used to target any Installation, Airfield, detected Supply Depot, or detected HQ.

14.2.2 Ballistic Missile Allocation

The player announces all targets, decrements the marker on the General Records Track, and resolves the strikes using the SCUD/Missile column on the Strike Chart and the appropriate DRMs. Players alternate strike allocation, Initiative player first. On a contested turn the First player makes first allocation. Players may allocate some, none, or all Missile Points in a single Strike Phase. A player may allocate multiple Missiles to a single target in the same Strike Phase.

14.2.3 Missile-Busting

Each player may target the other side's Missile marker with appropriate Strikes. It is considered a Hardened Target.

15.0 UN Resolution Veto

If the PRC's Intervention Level is 1 or more, the PRC may veto the Resolution. If the PRC does not (or cannot) veto the Resolution, and the US or RU Intervention Level is 1 or more, then the US or RU may veto the Resolution.

16.0 Optional Rules

Players may discuss and choose from the options presented below. When choosing an option, unless otherwise specified within the optional rule any VP change is applied directly to the player's VP count (not towards the "VPs This Turn" marker).

16.1 USN/USMC F-35s
[Advanced; +5 to +15VP non-Allied]

At his option, the Allied player may replace any one F/A-18E or F/A-18F per carrier air wing [GSR 3.2] with one of the optional F-35Cs. In addition, he may replace one USMC AV-8B with one of the optional F-35Bs. The non-Allied player gets +5VP for each optional aircraft added when it sets up or arrives as a reinforcement.

16.2 Combat Support Restrictions
[Advanced]

Players may agree that Combat Support missions may only be performed by air or helicopter units of the same nationality as at least one of the attacking and/or defending units.

16.3 PRC Restrictions
[Advanced; +3 VP non-Allied]

As an additional optional rule (usable alone or in conjunction with the above), the PRC may only commit a single air unit to Combat Support missions.

Design Note: The PLAAF and PLA do not appear to have embraced CAS as a whole-hearted doctrine given their weapon load out choice and reliance on SSMs. If players wish to operate with Chinese doctrine, then invoke this rule.

16.4 Refugees (Internally Displaced Persons)
[Standard/Advanced]

If this rule is in effect, the road net in the ROI and IROP is clogged with people fleeing the area near the front. The effects are as follows:

GT 1	Secondary Roads are treated as hex terrain. Primary Roads are treated as Secondary. Highways are treated as Primary.
GT 2 & 3	Secondary Roads are normal. Primary Roads are treated as Secondary. Highways are treated as normal.
GT 4	All Roads are normal.

16.5 US Readiness
[Advanced; +5 VP Allied]

"In a sense, population-centric counterinsurgency has perverted a better way of American war which has primarily been one of improvisation and practicality."

—Gian P. Gentile,
A Strategy of Tactics: Population-centric COIN and the Army

Players may agree to reduce US ground unit Efficiency Ratings by 1 for the duration of the scenario.

Design Note: This represents U.S. forces having concentrated on COIN (Counter-insurgency) operations to the detriment of force readiness training.

16.6 Additional US Wild Weasels
[Advanced; +5 VP non-Allied]

All US F-22 and F-35 units are considered to be "Wild Weasel" aircraft when attacking Air Defense Tracks.

16.7 AH-1Z Wild Weasels
[Advanced; +3 VP Non-Allied]

The USMC AH-1Zs can carry ARMs (Anti-Radiation Missiles). The Allied player may use this option to allow AH-1Zs to conduct Wild Weasel Strikes against Detection and SAM tracks.

16.8 F-22 Deployment
[Advanced; +5VP non-Allied]

The F-22 Raptor counter included in the game is marked as an optional unit. Due to procurement and operational decisions, the Air Force has decided they will mix elements of F-22s with F-15s as a force multiplier and enhancement mechanism. The F-15 counters show upgraded abilities in the non-optional version. Recent information, however, indicates that the USAF may employ the F-22s as separate operational squadrons. This optional rule allows the Allied player to deploy a full F-22 squadron. Replace the non-optional F-15C (5**-0-0) counters with the optional F-15C counters (5*-0-0) and include the F-22 counter in the force mix. This unit enters as a reinforcement when the first F-15C reinforcement arrives. Apply the VP change when it arrives.

16.9 PRC Stealth Aircraft
[Advanced; +5VP to +20VP Allied]

At his option, and only if the PRC has intervened at Level 3 or Level 4, the non-Allied player may add some/all of the optional J-20 and J-31 PRC aircraft to the at-start aircraft for the PRC. For each J-20 or J-31 added, one of the at-start PRC J-11Bs or J-10s is removed from the game. The Allied player gets +5VP for each optional aircraft added.

16.10 Light Infantry Infiltration Movement
[Standard/Advanced]

Any Light Infantry unit that begins a friendly movement segment adjacent to an enemy unit may attempt to infiltrate that unit's hex and move into another vacant hex adjacent to the enemy unit. The vacant hex must be designated before the roll is made. The hex may not be one that requires a Clearing Operation [8.4.1] to gain control. Infiltration may not be attempted across an all-water hexside.

The infiltration attempt consists of an efficiency check for each light infantry unit. The roll is modified as shown on the Light Infantry Infiltration table. Note that the modifiers are based on the terrain of the hex occupied by the enemy unit, rather than the vacant destination hex.

If the unit passes its efficiency check, place it in the previously designated hex. The unit is finished moving for that movement segment. If the unit fails, it remains in its starting hex with a Strike 1 or Strike 2 marker based on the die roll. If the final roll was one greater than its ER, place a Strike 1 marker. If the final roll was 2+ greater, place a Strike 2 marker. The unit is finished moving for that movement segment.

16.11 ROI Optional Aircraft
[Advanced; +8VP non-Allied]

 At his option, the Allied player may use the two optional ROI "Rafale" aircraft units. The Allied player replaces two of the at-start ROI MiG-21 aircraft units with these units.

16.12 Patriots and S-300s
[Advanced]

If both players agree, use the following rules when conducting non-Local Detection or SAM Air Defense rolls if the US, RU, and/or PRC intervene:

US HQ: Provides a –3 DRM to Detection and SAM rolls.

RU/PRC HQ: Provides a –2 DRM to Detection and SAM rolls.

Airbase: If US/RU/PRC air units are based in the IROP/ROI Holding Box, then any off-map Airbase and the following on-map Airbases are treated as HQs for the above purpose:

IROP: Multan (1202), Sargodha (2404), Rawalpindi (3704)

ROI: Pathankot (3120)

These DRMs replace (i.e., are not added to) the HQ DRMs for Detection and Air Defense Fire listed on the Play Aid. Using this option expands PRC air unit basing [GSR 13.4] and allows them to Rebase to the IROP Basing Box.

> **Design Note:** The IROP/ROI Integrated Air Defense (IAD) network is not first class, and the US, Russia and/or PRC would deploy significant anti-air assets with their air and ground troops. Although these wouldn't integrate with their respective ally's IAD, they would be formidable in and of themselves within their sphere of influence.

16.13 Coalition of the Willing
[Advanced; variable VP]

If both players agree, intervention by French and Commonwealth ground and air forces may be added to some Advanced Scenarios. Only use the French and Commonwealth units included with this game.

Both French and Commonwealth forces intervene in line with the US intervention level [GSR 17.2.2]. However, they may only appear in the *Border War* [GSR 17.3] and *Loose Nukes* [GSR 17.5] scenarios. French and Commonwealth ground units and helicopters are treated as US Army units for all purposes (exception: the Australian HQ may only provide combat support [18.2.1] or supply [19.0] to Australian units). Air units are treated as US Air Force units for all purposes.

In the *Border War* scenario, if the US intervenes at Level 3, the air units for France and the Commonwealth arrive in the India basing box as reinforcements on Game Turn 5. If the US has intervened at Level 4, then ground units and Attack Helicopters for France and the Commonwealth also arrive on Game Turn 5 in or adjacent to hex 1623 or in the India Holding Box. If players are using the Alternate Intervention Level Determination rule [17.2.3] in *Border War*, then the non-Allied player receives an additional 8 VP (at US Intervention Level 3) or 12 VP (at US Intervention Level 4).

In the *Loose Nukes* scenario, all French and Commonwealth air units set up in the India Basing Box. The 16 UK Attack Helicopter sets up at any Airfield/Airbase in India. The French ground units set up within one hex of 3120. The Australian ground units set up within one hex of 1620. The 16 UK Air Assault Brigade sets up in the India Holding Box.

16.13.1 Additional Commonwealth Units

Players who own *NWT* and/or *NWK* may also include the Commonwealth units available in those games: 2 x JSF, 1 x Tornado, 2 x F/A-18F, 1 x F/A-18E, 1 x Typhoon, 1 x Tiger Helicopter, 2 x Commando Bde (40, 42), 1 x Airborne Bn, 2 x SOF markers.

These additional CW units arrive in *Border War* on Game Turn 6 (air units/SOF) and Game Turn 7 (ground units/helicopters) using the same locations listed in GSR 16.13 above. In the *Loose Nukes* scenario, they setup at start in: the India Basing Box (air units), any Airfield/Airbase in India (helicopters), and the India Holding Box (ground units).

If players are using the Alternate Intervention Level Determination rule [17.2.3] in *Border War*, then the non-Allied player receives an additional 8 VP (at US Intervention Level 3) or 12 VP (at US Intervention Level 4). These VP are in addition to the VP listed in GSR 16.13.

16.14 Additional Russian Air Units
[Advanced; +6 non-Allied VP]

Players who own *NWK* may also include the additional Russian air units included in *NWK*: 1 x Su-25, 2 x Su-24, 2 x Tu-22, 2 x Tu-95.

If Russia has intervened at Level 3 or 4, these additional RU units arrive in the *Border War* and *Unification* scenarios on Game Turn 4. In the *Loose Nukes* scenario, they set up at start in the India Basing Box

As in *NWK*, the Tu-95 units may only be used to launch Cruise Missile [GSR 14.1] attacks.

> **Design Note:** *NWIP* assumes a smaller scale air commitment by Russia, but if players want to experiment with a more robust Russian contingent then this rule allows that possibility.

16.15 Russian Air Unit Basing
[Advanced; +6 Allied VP]

Although the Basing rules have all RU air units basing in the ROI, if the Russians were to intervene, they'd be unlikely to base their bombers in India. To more accurately reflect this, the Allied player must base Russian bombers (Tu-22, Tu-160, & Tu-95) in the Diego Garcia/USA/Guam Box (which would then also represent bases in Russia). After such units fly missions, they must be placed in the Recovery Box.

17.0 Scenarios

> *"Scenario Development is the artistic and quasi-scientific process of producing succinct and persuasive stories about trends in an unreal state of future conflict to enable analysis."*
>
> —Alec Barker,
> "Fight the Scenario", CASL Lectures on Strategic Gaming

Since partition in 1947, India and Pakistan have fought three wars and many smaller skirmishes over the disputed territory of Jammu & Kashmir, which is rich in mineral wealth, and, more importantly today, water. China and India fought in 1962 over disputed border regions in the Himalayas, and have had a series of minor military clashes in the decades since. In the 21st

century, with all three nations armed with nuclear weapons and spending billions to upgrade their conventional military forces, the potential for conflict is high.

Scenarios are divided into two types: *Standard* and *Advanced*. Standard scenarios generally examine smaller actions within only a portion of the map, use fewer playing pieces, and are shorter, although there is also a full map, full game scenario. They are intended to be played with only the Standard Game Rules. Advanced Scenarios involve the entire map, use all the pieces (potentially), and will take longer to play.

17.1 Standard Scenarios

Standard Scenarios are played using the Standard Rules except where noted in the Scenario Special Rules (SSRs).

17.1.1 Kashmir

This scenario represents a combined attack on Kashmir by Pakistan and China. Pakistan's objective is to take advantage of Chinese support and rapidly seize valuable terrain, digging in before India can mobilize sufficient forces for a counterattack. Chinese air support, combined with provocations in Eastern India and Pakistani feints along the border south of Kashmir, limit India's ability to send reinforcements. It uses only a portion of the map and units and has special victory conditions.

Game Length: 4 Turns (2 weeks)

Play Area: Only hexes on/north of hexrow 37 are in play.

Initial Setup:

India (ROI) player sets up first.

India (ROI)			
Unit	**Location**	**Unit**	**Location**
XIV Corps:		*XV Corps:*	
102 Bde	4913	19 Inf Div	4409
121 Bde	4913	28 Mtn Div	4809
56 Mtn Bde	4612		
70 Bde	5015	50 Para Bde	4412
79 Mtn Bde	4813		
1 x Rudra Helo	4412	2 x Combat Outposts	

Pakistan (IROP)			
Unit	**Location**	**Unit**	**Location**
X Corps:		*FCNA Corps:*	
12 Inf Div(a)	3904	61 Inf Bde	5005
12 Inf Div(b)	3905	150 Inf Bde	5005
19 Inf Div	3701	80 Inf Bde	4908
23 Inf Div	3702	62 Inf Bde	5011
8 Arm Bde	3702	323 Mtn Bde	5011
111 Inf Bde	3703	1 x AH-1 Helo	3704

China (PRC)			
Unit	Location	Unit	Location
127 Abn Bde	3704	1 x Zhi-10 Helo	3704
128 Abn Bde	3704		
129 Abn Bde	3704		

Reinforcements:

Turn	Nation	Unit	Location
GT1	India	6 Mtn Div (I Corps)	3716
	China	130 Bde, 131 Bde, 132 Bde	3704
	Pak.	7 Inf Div, 9 Inf Div (XI Corps)	3701
GT2	India	39 Inf Div (XVI Corps)	3716
GT3	India	16 Arm Bde (XVI Corps)	3716

Scenario Special Rules:

1. Initiative: The IROP player has the initiative for GT1 and GT2. GT3 is Contested. The ROI player has the initiative for GT4.

2. Surprise: All IROP/PRC attacks on GT1 receive one column shift to the right.

3. Weather: Weather for all 4 turns is "clear".

4. Pre-Game Moves: All IROP ground units (not PRC) may move half (rounded up) their movement allowance prior to the start of GT1. Units moved may not build/destroy bridges or use Airmobile/Airborne/Air Transport Movement. Units may not enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

5. Movement Restrictions:

- No IROP or PRC units may enter a hex in India on/south of hexrow 40.

- No ROI unit may enter any hex in Pakistan. They may not Advance After Combat into Pakistan. Any unit forced to retreat into Pakistan is instead eliminated.

6. Replacements:

- IROP: 2 on GT1
- PRC: 2 on GT2
- ROI: 2 on GT2

7. Airmobile Points: IROP/PRC = 2, ROI = 1

8. Air Transport and Airborne Movement: No Air Transport Movement [8.5.2] is allowed. Airborne Movement [8.5.3] is allowed. Airborne Movement limits are as listed in GSR 5.3.

9. Air Points (Air Superiority Level is in [ ]):

GT	IROP/PRC	ROI
1	4 [Advantage]	2
2	3 [Advantage]	2
3	2 [Contested]	2
2	2 [Contested]	3

Note: Do not count air point losses; just update the allocations at the start of each turn.

10. Victory Conditions:

The side with the most VP at the end of GT4 is the scenario winner. If each side has the same VP total, the scenario is a draw.

The VP chart is NA for this scenario. Instead, players score VP as follows:

- 1VP for each enemy brigade eliminated
- 3VP for each enemy division eliminated
- 2VP for each enemy helicopter eliminated
- 5VP for control of each of the following five hexes at the end of GT4: 4409, 4412, 4610, 4214, and 4511.

17.1.2 Lahore

This scenario represents a limited Indian invasion of Pakistan in response to a series of major terrorist attacks traced back to Pakistani-backed groups. The Indian Army's primary objective is to seize Lahore and as much of the Punjab district of Pakistan—home to most of Pakistan's population, food production, and industry—as possible in order to negotiate from a position of strength. The Indians mobilize much faster than the Pakistanis expect and rapidly move toward the border in force. In response, China sends air and ground forces to Pakistan, but will they arrive in time?

Game Length: 6 Turns (3 weeks)

Play Area: Only hexes on/south of hexrow 37 are in play.

Initial Setup:

Pakistan (IROP) player sets up first.

Pakistan (IROP)
Set up all non-HQ units of Pakistan I Corps, II Corps, IV Corps, XXX Corps, and 47 Rocket Arty Brigade in the hexes indicated on the counters. The IROP AH-1 helicopter sets up at any Airbase/Airfield in Pakistan in the playing area. Place 3 x Combat Outposts [GSR 3.4].

India (ROI)
Set up all non-HQ units of India IX Corps, XI Corps, and XVI Corps in the hexes indicated on the counters. Also set up the following units in the hexes on the counters unless otherwise specified:

- X Corps, less the HQ, 18 Mechanized Brigade, and 18 Infantry Division
- II Corps, less the HQ, 14 Mechanized Brigade, and 14 Infantry Division
- 40 and 41 Artillery Brigades (anywhere in India) on/south of hexrow 37
- 50 Airborne Brigade at any Airbase/Airfield in India on/south of hexrow 37
- 1 x Rudra, 1 x LCH, and 1 x AH-64 Helicopter at any Airbase/Airfield

Reinforcements:

Turn	Nation	Unit	Location
GT1	*India*	*I Corps*	
		4 Mech Bde	2122
		4 Inf Div	2122
		33 Arm Div	2223
		II Corps	
		14 Mech Bde	2922
		14 Inf Div	2922
GT2	*India*	*X Corps*	
		18 Mech Bde	1322
		18 Inf Div	1322
		XII Corps	
		11 Inf Div	1823
		12 Mech Bde	1823
		12 Inf Div	1823
		4 Arm Bde	1823
		340 Mech Bde	1823
		42 Arty Bde	2722
		43 Arty Bde	2722
GT3	*India*	*XXI Corps*	
		31 Arm Div	1623
		36 Mech Bde	1623
		36 Inf Div	1623
		54 Inf Div	1623
	Pakistan	*XI Corps*	
		7 Inf Div	3500
		9 Inf Div	3500
		15 Arm Bde	3500
	PRC	*43 Abn Div*	
		127 Abn Bde	3704
		128 Abn Bde	3704
		129 Abn Bde	3704
		1 x Zhi-10	Airbase
GT4	*PRC*	*44 Abn Div*	w/in 1 of 3704
		130 Abn Bde	w/in 1 of 3704
		131 Abn Bde	w/in 1 of 3704
		132 Abn Bde	w/in 1 of 3704
		1 x Zhi-10	Airbase
	Pakistan	*XXXI Corps*	
		101 Inf Bde	1005
		13 Arm Bde	1005
		26 Mech Div	1005
		35 Inf Div	1005
		XII Corps	
		33 Inf Div	1700
		41 Inf Div	1700
		12 Arm Bde	1700
		303 Inf Bde	1700

Scenario Special Rules:

1. Initiative: The ROI player has the initiative for GT1 and GT2. GT3 is contested. For GT4+ roll a die in the initiative phase: 0-4 ROI Initiative, 5-6 Contested, 7-9 IROP Initiative.

2. Surprise: All ROI attacks on GT1 receive one column shift to the right.

3. Weather: Weather for all 6 turns is "clear".

4. Pre-Game Moves: Before play begins, starting with the ROI player, players alternate moving each ground unit (or formation if the players agree) once up to half (rounded up) their ground movement allowance. Units moved may not build/destroy bridges or use Airmobile/Air Transport/Airborne Movement. Units may not enter an enemy country. ZOCs are not in effect across national borders. Continue moving units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units. Minimum moves [8.5.1] are allowed.

5. Movement Restrictions: No IROP/PRC unit may enter any hex in India during the game. They do not have to Advance After Combat into India. Any unit forced to retreat into India is instead eliminated.

6. Replacements:

- IROP: GT2 = 1; GT3 = 3; GT4+ = 2
- PRC: GT4 & GT5 = 2
- ROI: GT2 = 2; GT3 = 3; GT4+ = 2

7. Airmobile Points: IROP/PRC = 1 (+3 in Reinforcement Phase GT3), ROI = 2

8. Air Transport and Airborne Movement: Air Transport Movement [8.5.2] and Airborne Movement [8.5.3] are allowed. Airborne Movement limits are as listed in GSR 5.3. For Air Transport, both sides have a limit of two stacking points.

9. Air Points (Air Superiority Level is in [ ]):

GT	ROI	IROP/PRC
1	6 [Advantage]	2
2	7 [Advantage]	3
3	7 [Contested]	4
4	8 [Contested]	5
5	8 [Contested]	5
6	8 [Contested]	5

Note: Do not count air point losses, just update the allocations at the start of each turn.

10. Victory Conditions:

The side with the most VP at the end of GT6 is the scenario winner. If each side has the same VP total, the scenario is a draw.

The VP chart is NA for this scenario. Instead, players score VP as follows:

- 1VP for each enemy brigade eliminated
- 3VP for each enemy division eliminated
- 2VP for each enemy helicopter eliminated
- 5VP for control of each of the following hexes at the end of GT6: 2314, 2315, 2414, 2415, 2712, 2816, and 3113.

17.1.3 Enough!

After months of repeated exchanges of fire along the line of control in Kashmir, a massive terrorist attack hits the Indian Parliament. More than 1,000 civilians die before Indian security forces can secure the capitol complex. India announces a block-ade of Pakistani ports, which leads to sporadic combat between the two nations' naval forces and food shortages in Pakistan. Meanwhile, insurgents allied with India in Afghanistan pour across the border into Pakistan, joining with Pakistani rebels who have been fighting the Pakistani Army for a decade. After UN-sponsored negotiations break down, India decides to launch a ground offensive against the over-extended Pakistani military. China comes to the aid of its new ally Pakistan, while Russia sends an expeditionary force to assist India.

Game Length: 10 Turns (5 weeks).

Play Area: The entire map area is in play.

Initial Setup:

Pakistan (IROP) player sets up first.

Pakistan (IROP)
Set up all non-HQ units of Pakistan I Corps, II Corps, IV Corps, X Corps, FCNA Corps, XXX Corps, and 47 Rocket Arty Brigade in the hexes indicated on the counters. The IROP AH-1 helicopter may be placed at any Airbase/Airfield in Pakistan. Place 5 x Combat Outposts [GSR 3.4].

India (ROI)
Set up all non-HQ units of India IX Corps, XI Corps, XIV Corps, XV Corps, and XVI Corps in the hexes indicated on the counters. Also set up the following units in the hexes on the counters unless otherwise specified:

- X Corps, less the HQ, 18 Mechanized Brigade, and 18 Infantry Division
- II Corps, less the HQ, 14 Mechanized Brigade, and 14 Infantry Division
- 6 Mountain Division (I Corps) at any Airbase/Airfield
- 40 and 41 Artillery Brigades anywhere in India
- 50 Airborne Brigade at any Airbase/Airfield in India
- 5 x Combat Outposts [GSR 3.4]
- 1 x Rudra, 1 x LCH, and 1 x AH-64 Helicopter at any Airbase/Airfield

Reinforcements:

Turn	Nation	Unit	Location
GT1	*India*	*I Corps*	
		4 Mech Bde	2122
		4 Inf Div	2122
		33 Arm Div	2223
		II Corps	
		14 Mech Bde	2922
		14 Inf Div	2922
GT2	*India*	*X Corps*	
		18 Mech Bde	1322
		18 Inf Div	1322
		XII Corps	
		11 Inf Div	1823
		12 Mech Bde	1823
		12 Inf Div	1823
		4 Arm Bde	1823
		340 Mech Bde	1823
	Russia	*98 Gds Abn Div*	
		217 Abn Bde	Air Transport
		331 Abn Bde	Air Transport
GT3	*India*	*XXI Corps*	
		31 Arm Div	1623
		36 Mech Bde	1623
		36 Inf Div	1623
		54 Inf Div	1623
		42 Arty Bde	2722
		43 Arty Bde	2722
	Pakistan	*XI Corps*	
		7 Inf Div	3500
		9 Inf Div	3500
		15 Arm Bde	3500
	Russia	*106 Gds Abn Div*	
		51 Abn Bde	Air Transport
		137 Abn Bde	Air Transport
	PRC	*43 Abn Div*	
		127 Abn Bde	Air Transport
		128 Abn Bde	Air Transport
		129 Abn Bde	Air Transport
		1 x Zhi-10	Airbase
GT4	*India*	44 Rkt Arty Bde	2322
		45 Rkt Arty Bde	2322
	Pakistan	*XXXI Corps*	
		26 Mech Div	1005
		13 Arm Bde	1005
		35 Inf Div	1005
		101 Inf Bde	1005
		XII Corps	
		33 Inf Div	1700
		41 Inf Div	1700
		12 Arm Bde	1700
		303 Inf Bde	1700
	PRC	*44 Abn Div*	
		130 Abn Bde	Air Transport
		131 Abn Bde	Air Transport
		132 Abn Bde	Air Transport
		1 x Zhi-10	Airbase

Scenario Special Rules:

1. Initiative: The ROI player has the initiative for GT1. From GT2 on, determine initiative normally.

2. Surprise: All ROI attacks on GT1 receive one column shift to the right.

3. Weather: Determine the season (rainy or dry) randomly [GSR 4.0]. The initiative player may then choose the weather condition (Clear, Overcast, Storms) for GT1.

4. Pre-Game Moves: After setup, but before the start of GT1, players should do the following in sequence:

- **Ground Unit Movement:** Before the game begins, starting with the ROI player, players alternate moving each ground unit (or formation if players agree; consider all independent units to be a single formation) once up to its ground movement capability. Continue moving ground units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units. Units moved may not build bridges, or use Airmobile/Air Transport/Airborne Movement. Units may not enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

- **IROP Bridge Destruction:** After all pre-game moves are complete the IROP player may attempt to destroy bridges using the ground unit bridge destruction method [GSR 2.4.1.2] only. For each bridge destroyed, award 2VP to the ROI player's VP total (not VP this turn).

5. Replacements:

- IROP: GT1 = 2; GT2-3 = 3; GT4+ = 2
- ROI: GT1 = 2; GT2-3 = 4; GT4+ = 3

6. Airmobile Points: IROP/PRC = 1 (+3 in Reinforcement Phase GT3); ROI = 2 (+2 in Reinforcement Phase GT2).

7. Air Transport and Airborne Movement: Air Transport [8.5.2] and Airborne Movement [8.5.3] are allowed. The Allied Air Transport limit is 3 stacking points. The non-Allied Air Transport limit is 2 stacking points. Airborne Movement limits are as listed in GSR 5.3.

8. Air Points: Roll for air points as normal.

9. Initiative VP: 15

10. Automatic Victory VP: 20 (No rolls allowed until GT4)

11. VP Locations: Count VP normally, except that capture of enemy Towns, Cities, and Urban hexes on/north of hexrow 33 is worth twice the normal value (Towns 2VP, Cities 4VP, Urban hexes 8VP).

12. Victory Levels (Use Standard VPs):

Overwhelming	50+
Decisive	35-49
Substantive	25-34
Marginal	15-24
Draw	0-14

13. Game End: If no player has won an Automatic Victory by the end of GT10, the game ends and the difference in final VP determine the winner in accordance with SSR 12 Victory Levels.

> *"The broader common security interests of India and the United States dictate that they move away from the India-Pakistan hyphenation paradigm to one in which their bilateral cooperation becomes the bedrock of security and stability throughout the region and beyond."*
>
> —Lisa Curtis, Senior Research Fellow
> (Asian Studies Center of the Heritage Foundation)

17.2 Advanced Scenarios

Advanced Scenarios are played with the Advanced Rules. To set up an Advanced Game scenario, players should perform these steps in this order:

a. Choose a scenario.

b. Determine the Intervention Levels for the US, China, and Russia using either the International Posture Matrix [GSR 17.2.1] or the Alternate Intervention Level Determination rules [GSR 17.2.3].

c. Agree on or choose Optional Rules [GSR 16.0] and adjust VP accordingly.

d. Set up all available units in the order listed.

e. Follow any pre-game special scenario rules.

f. Begin play with the weather phase.

> *"India's civilization will not accept China's civilizational hegemony."*
>
> —Yossef Bodansky, former director of the United States Congressional Task Force on Terrorism and Unconventional Warfare at the US House of Representatives

17.2.1 International Posture Matrix

The International Posture Matrix determines the international climate in which a scenario is played as a function of the policy postures of the primary external players in a potential India-Pakistan conflict: the United States, Russia, and China.

17.2.1.1 Determine International Posture

Consult the Posture Table. For the US, RU, and PRC, roll a die to determine the attitude of each "faction": Administration, Military, and Popular Vote. Each die roll indicates the leanings of that particular faction and gives a numerical value associated with it. Add together these three values and consult the Posture Result Table to determine whether a nation is Passive, Moderate, or Aggressive.

17.2.1.2 Determine Surprise Condition

Players should agree on a Surprise Condition for the scenario, use the Surprise Condition specified in the scenario, or randomly determine it. However it is determined, the Surprise Condition

for the scenario determines which row to use for the Intervention Level die roll.

17.2.1.3 Determine International Intervention Level and UN Resolution DRM

For the US, RU, and PRC, cross reference the posture determined above with the Surprise Condition being played in the International Posture Matrix to determine each nation's intervention level in the war and the DRM which will be applied to the UN Resolution roll each turn. Regardless of final Intervention Level, always keep the highest UN DRM generated.

17.2.2 Intervention Levels

The various levels of intervention correspond to the amount of force each nation is willing to risk in the conflict as determined by their posture and the time they have to respond. The levels of intervention are as follows:

17.2.2.1 Level 0 – No Intervention

No forces may be involved.

17.2.2.2 Level 1 – Supplies + Intel

The nation provides the number of Supply Points per turn as specified in the scenario. If not specified, 2 Supply Points are provided per turn. In addition, the side may make use of the intervening nation's Electronic Detection attempts [GSR 12.0].

17.2.2.3 Level 2 – Special Operations Forces + Missile Resupply

Level 1 support, plus that nation may use any SOF markers for all missions applicable to Special Forces. That nation may also replenish an allied nation's Missile supply as detailed in the scenario.

17.2.2.4 Level 3 – Aerial Intervention + Cruise Missiles

Level 1 and 2 support, plus the nation's air unit counters are in play as indicated in the scenario rules. Such units may conduct all missions normally. In addition, Cruise Missile Points [GSR 14.1] and Air Transport [GSR 5.2] support are provided.

17.2.2.5 Level 4 – Full Intervention

All of a nation's forces, markers, points, etc. are available for use as indicated in the rules and any Scenario Special Rules.

17.2.3 Alternate Intervention Level Determination

As an alternative to the International Posture Matrix, players may use the following rules to determine intervention levels for China, Russia, and the United States, and adjust play balance through VP awards.

17.2.3.1 Intervention Level Selection

Before starting an advanced scenario, players secretly choose and write down the intervention level for China (chosen by IROP player), Russia (chosen by ROI), and the United States (chosen by ROI). Unless specified in scenario special rules, the ROI player may only choose an intervention level of 1 or more for either Russia or the United States (not both). For example, if the ROI player chooses an intervention level of 3 for Russia

(Aerial Intervention + Cruise Missiles), the US level must be level 0 (no intervention).

17.2.3.2 Intervention Level VP Awards

After selecting intervention levels, both players simultaneously reveal their choices. Players then compare their selections:

- PRC Level 1 = +3VP to ROI   [UN +2]
- PRC Level 2 = +5VP to ROI   [UN +2]
- PRC Level 3 = +18VP to ROI   [UN +1]
- PRC Level 4 = +25VP to ROI   [UN +0]
- US Level 1 = +3VP to IROP   [UN +2]
- US Level 2 = +5VP to IROP   [UN +2]
- US Level 3 = +18VP to IROP   [UN +1]
- US Level 4 = +25VP to IROP   [UN +0]
- RU Level 1 = +2VP to IROP   [UN +2]
- RU Level 2 = +4VP to IROP   [UN +2]
- RU Level 3 = +8VP to IROP   [UN +1]
- RU Level 4 = +12VP to IROP   [UN +0]

Both players add the VP above directly to their VP total before the scenario begins. They are not counted for "VP This Turn" for GT1.

17.2.3.3 Intervention Level UN Mod

After revealing intervention levels, the players note which level selected has the single highest UN resolution DRM. This DRM will be used for the UN resolution die roll each turn. If both sides or only one side chose "no intervention" for the PRC and US/RU, then the UN resolution DRM is set at +2.

17.3 "Border War"

In the wake of yet another military coup in Pakistan and a growing relationship with China, the Generals in Pakistan decide that now is the time to try to settle the issue of Kashmir before India achieves total military dominance in South Asia. Under the cover of diplomatic talks and routine exercises with China, Pakistan mobilizes its military forces. The Generals intend to rapidly secure valuable terrain in Kashmir while also pushing into the Indian region of Punjab to slow the flow of reinforcements to Indian forces and provide a buffer zone around Lahore, Pakistan's largest city.

While China wants to support its new ally, many in the politburo are not convinced of the wisdom of committing China's military to the fight. In the end, the desire to take advantage of Pakistan's aggressiveness toward India to settle China's own long-running border disputes with India tips the balance toward intervention. China hopes to use light forces to secure disputed areas in Askai Chin and Arunachal Pradesh regions as fast as possible while providing support to Pakistan's drives into Kashmir and Punjab.

During the Cold War, the United States was a strong ally of Pakistan. However, since the September 11, 2001 terrorist attacks and the subsequent US war in Afghanistan the relationship between the two nations has steadily deteriorated. In response to Pakistan's turn toward China, the United States began to shift its diplomatic and military support to India. Now, with India facing aggression from both Pakistan and China, the United States may come to the support of its new ally in South Asia. If the United States won't support India, chances are good that India's traditional ally – Russia – will come to its aid.

India's intelligence services are not caught entirely unaware. However, India's leaders realize too late that the previously unthinkable—a full scale Pakistani attack into the heart of northwest India—is upon them. As a result, the Indian military is weeks behind Pakistan in mobilizing for war.

Game Length: Maximum of 12 Turns (6 weeks), but can end earlier if one side achieves an Automatic Victory [12.2] or both sides obey a UN Ceasefire Resolution [28.0].

Play Area: The entire map is in play.

Initial Setup: The Allied player (India and potentially the US or Russia) sets up first.

Surprise Condition: Extended Buildup.

India (ROI)

Scenario Specifications

Allocations: 10 x Nuclear Weapon Points; 40 x Supply Points; 2 x Airmobile Points; 4 x Special Forces Counters; 3 x Supply Depots; 5 x Combat Outposts; and 5 x Missile Points.

Air Defenses: Detection – 4; SAMs – 3; AAA – 1; AWACS Advantage – 1

ROI Replacement Points: GT1 = 2; GT2 = 3; GT3-4 = 4; GT5+ = 2

Setup: Ground units of IX, X (less 18 Mech Bde and 18 Inf Div), XI, XIV, XV, and XVI Corps set up in the hex printed on their counters. Air units set up in the ROI ready box: 2 x MiG-21, 2 x Tejas, 2 x Jaguar, 2 x MiG-27; 2 x MiG-29; 2 x Su-30; 1 x Mirage. Randomly select the air units. ROI helicopters (1 x Rudra, 1 x LCH, 1 x AH-64) set up at any Airbase/Airfield in India.

Pakistan (IROP)

Scenario Specifications

Allocations: 10 x Nuclear Weapon Points; 30 x Supply Points; 2 x Airmobile Points; 6 x Special Forces Counters; 3 x Supply Depots, 5 x Combat Outposts; and 15 x Missile Points.

Air Defenses: Detection – 4; SAMs – 3; AAA – 1

IROP Replacement Points: GT1 = 2; GT2 = 3; GT3-4 = 4; GT5+ = 2

Setup: All ground units, except for XII, XXXI and XI Corps, set up in the hex printed on their counters. Air units set up in the IROP ready box: 2 x F-7, 2 x Mirage, 2 x JF-17, 2 x F-16, 1 x J-10. Randomly select the air units. The IROP helicopter unit (1 x AH-1) sets up at any Airbase/Airfield in Pakistan.

Scenario Special Rules

1. Initiative: The IROP player automatically has the initiative on GT1. Determine initiative normally thereafter.

2. Surprise: All IROP attacks on GT1 receive a bonus of one column shift to the right on the CRT.

3. Weather: Determine the season (rainy or dry) randomly [GSR 4.0]. The non-Allied player may then choose the weather condition (Clear, Overcast, Storms) for GT1.

4. Pre-Game: After setup, but before the start of GT1, players should do the following in sequence:

- **Ground Unit Movement:** Before the game begins, starting with the IROP player, players alternate moving each ground unit (or formation if players agree; consider all independent units to be a single formation) once up to its ground movement capability. Continue moving ground units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units. Units moved may not build bridges, or use Airmobile/Air Transport/ Airborne Movement. Units may not enter an enemy country.

ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

- **ROI Bridge Destruction:** After all pre-game moves are complete the ROI player may attempt to destroy bridges using the ground unit bridge destruction method [GSR 2.4.1.2] only. For each bridge destroyed, award 2VP to the IROP player's VP total (not VP this turn).

- **IROP Missile Attacks:** The IROP player may use up to 5 Missile Points to attack any eligible targets in India. Damage to Airbases/Airfields counts for steps a. and b. of the Air Superiority Sortie Step for GT1. Roll for Collateral Damage normally. Add VP scored during these attacks directly to the VP total, not to VP this turn.

5. Intervention Levels: The US, Russia, and PRC may intervene in this scenario.

- The surprise condition for this scenario is "Extended Buildup".

- If using the International Posture Matrix [GSR 17.2.1] results in both the US and Russia at Level 1 or more, the ROI player must choose which nation will intervene. The nation not selected is considered to be at Level 0 for the scenario.

- If using the Alternate Intervention Level Determination rule [GSR 17.2.3], players may select any intervention level. The ROI player must still choose either the US or RU.

6. Initiative VPs: 20

7. Automatic Victory VPs: 35 (No rolls allowed until GT4)

8. VP Locations: Count VP normally, except that capture of enemy Towns, Cities, and Urban hexes on/north of hexrow 33 is worth twice the normal value (Towns 2VP, Cities 4VP, Urban hexes 8VP).

9. Victory Levels:

Overwhelming	50+
Decisive	35-49
Substantive	25-34
Marginal	15-24
Draw	0-14

10. Game End: When the game ends (through an Automatic Victory [12.2], UN Ceasefire Resolution [28], or at the end of Game Turn 12), determine the difference in final VP to decide the winner in accordance with SSR 9 Victory Levels.

17.4 "Unification"

While many hoped that the final withdrawal of American troops from Afghanistan would create a political opportunity for a lasting détente between India and Pakistan, optimism on both sides of the line of control has instead faded. In Pakistan, a combination of continued political instability, a growing insurgency in the tribal areas, and the steady collapse of the water supply has led to a more and more chaotic border area. In Kashmir, rebels that fought for years against NATO in Afghanistan have now turned their skills against the Indian Army, leading to a dramatic rise in violence, with Indian troops taking daily casualties from the same sophisticated IEDs that plagued NATO troops.

In India, the economic boom of the early 21st century has been followed by almost a decade of economic collapse and stagnation. Widespread food shortages lead to low-level insurgencies in many rural areas of the nation. Terrorist attacks from homegrown rebels and Pakistani jihadist groups strike across India, with many exceeding the death toll from the Mumbai attacks of 2008. An increasingly desperate series of Indian governments seems powerless to get the economy back on track or restore security.

In the middle of this dangerous situation, Indian intelligence sources become aware of a credible plot in Pakistan to launch a military attack with Chinese support into India's Punjab state, with a goal of cutting off Kashmir so that other Pakistani forces can secure the headwaters of the five rivers that Pakistan depends on to feed its people. A besieged Indian government sees an opportunity. Instead of waiting for the attack to hit, it decides instead to launch a surprise pre-emptive war to destroy Pakistan's military forces and nuclear arsenal, seeking to achieve what Israel accomplished in the 6-day war of 1967 – total strategic victory before the enemy can react. The United States and Russia are approached for support, while the Chinese must decide how far to go in assisting the Pakistani government.

Game Length: Maximum of 12 Turns (6 weeks), but can end earlier if one side achieves an Automatic Victory [12.2] or both sides obey a UN Ceasefire Resolution [28.0].

Play Area: The entire map is in play.

Initial Setup: The non-Allied player (Pakistan and potentially China) sets up first.

Surprise Condition: Tactical Surprise.

Pakistan (IROP)

Scenario Specifications

Allocations: 10 x Nuclear Weapon Points; 20 x Supply Points; 1 x Airmobile Point; 4 x Special Forces Counters; 3 x Supply Depots; 5 x Combat Outposts; and 5 x Missile Points.

Air Defenses: Detection – 4; SAMs – 3; AAA – 1

IROP Replacement Points: GT1 = 2; GT2 = 3; GT3-4 = 4; GT5+ = 2

Setup: All ground units, except for XII, XXXI and XI Corps, set up in the hex printed on their counters. Air units set up in the IROP ready box: 2 x F-7, 2 x Mirage, 2 x JF-17, 2 x F-16, 1 x J-10. Randomly select the air units. The IROP helicopter unit (1 x AH-1) sets up at any Airbase/Airfield in Pakistan.

India (ROI)

Scenario Specifications

Allocations: 10 x Nuclear Weapon Points; 40 x Supply Points; 2 x Airmobile Points; 4 x Special Forces Counters; 3 x Supply Depots; 5 x Combat Outposts; and 20 x Missile Points.

Air Defenses: Detection – 4; SAMs – 3; AAA – 1; AWACS Advantage – 1

ROI Replacement Points: GT1 = 2; GT2 = 3; GT3-4 = 4; GT5+ = 2

Setup: Ground units of II, IX, X, XI, XIV, XV, and XVI Corps set up in the hex printed on their counters. The 6 Mtn Division, 50 Para Bde, 40 Arty Bde, and 41 Arty Bde may set up anywhere in India. Air units set up in the ROI ready box: 3 x MiG-21, 3 x Tejas, 3 x Jaguar, 2 x MiG-27; 2 x MiG-29; 3 x Su-30; 1 x Mirage. Randomly select the air units. ROI helicopters (1 x Rudra, 1 x LCH, 1 x AH-64) set up at any Airbase/Airfield in India.

Scenario Special Rules

1. Initiative: The ROI player automatically has the initiative on GT1. Determine initiative normally thereafter.

2. Surprise: All ROI attacks on GT1 receive a bonus of one column shift to the right on the CRT.

3. Weather: Determine the season (rainy or dry) randomly [GSR 4.0]. The Allied player may then choose the weather condition (Clear, Overcast, Storms) for GT1.

4. Pre-Game: After setup, but before the start of GT1, players should do the following in sequence:

• **Ground Unit Movement:** Before the game begins, starting with the ROI player, players alternate moving each ground unit (or formation if players agree; consider all independent units to be a single formation) once up to its ground movement capability. Continue moving ground units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units. Units moved may not build bridges, or use Airmobile/Air Transport/

Airborne Movement. Units may not enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

• **IROP Bridge Destruction:** After all pre-game moves are complete the IROP player may attempt to destroy bridges using the ground unit bridge destruction method [GSR 2.4.1.2] only. For each bridge destroyed, award 2VP to the ROI player's VP total (not VP this turn).

• **ROI Missile Attacks:** The ROI player may use up to 5 Missile Points to attack any eligible targets in Pakistan. Damage to Airbases/Airfields counts for steps a. and b. of the Air Superiority Sortie Step for GT1. Roll for Collateral Damage normally. Add VP scored during these attacks directly to the VP total, not to VP this turn.

5. Intervention Levels: The US, Russia and the PRC may intervene in this scenario.

• The surprise condition for this scenario is "Tactical Surprise".

• If using the International Posture Matrix [GSR 17.2.1] results in both the US and Russia at Level 1 or more, the ROI player must choose which nation will intervene. The nation not selected is considered to be at Level 0 for the scenario.

• If using the Alternate Intervention Level Determination rule [GSR 17.2.3], players may select any intervention level. The ROI player must still choose either the US or RU.

6. Initiative VPs: 20

7. Automatic Victory VPs: 35 (No rolls allowed until GT4)

8. VP Locations: Count VP normally, except that capture of enemy Towns, Cities, and Urban hexes on/north of hexrow 33 is worth twice the normal value (Towns 2VP, Cities 4VP, Urban hexes 8VP).

9. Victory Levels:

Overwhelming:	50+
Decisive:	35-49
Substantive:	25-34
Marginal:	15-24
Draw:	0-14

10. Game End: When the game ends (through an Automatic Victory [12.2], UN Ceasefire Resolution [28], or at the end of Game Turn 12), determine the difference in final VP to decide the winner in accordance with SSR 9 Victory Levels.

17.5 "Loose Nukes"

After years of continued economic chaos and military failure, Pakistan begins to break apart. While the tribal areas have enjoyed de facto independence for years, turmoil and unrest have now spread to the Punjab heartland of Pakistan. The Pakistani military – long the glue that held the nation together – is openly at war with itself, with numerous factions vying for control of key cities. Chinese ground and air forces deploy as a "peacekeeping" force in an effort to shore up the rump Pakistani regime. Amid the turmoil, more than half of Pakistan's nuclear weapons go missing, into the hands of rogue military commanders. Pakistani authorities deny they have lost control of the weapons, but information starts to leak out to intelligence services and the media.

The rest of the world watches the situation with growing alarm. World leaders fear the worst case is imminent – the total loss of control of Pakistan's large arsenal of nuclear weapons. This common danger leads India to reach out to the two powers that can most quickly provide support: the United States and Russia. At the same time, what is left of the central government in Pakistan is determined to regain control of the weapons and orders the remaining loyal Army units to secure the lost weapons. Leaders in Beijing order the Chinese military forces in Pakistan to assist in this effort, while also warning other nations to stay out of the civil war in its client state.

The dire nature of the crisis brings together an unlikely coalition of the willing to intervene. India, the United States, and Russia decide that a lightning fast air and ground military campaign is needed to secure Pakistani military facilities to regain control of the nuclear weapons. While the Indian Army has been mobilizing for weeks and is ready to invade, the United States and Russia will only be able to get airpower and light ground troops into Pakistan in time to help. Will any of them get there in time?

Game Length: Variable (see SSR 15) but no longer than 6 game turns (3 weeks).

Play Area: The entire map is in play.

Initial Setup: The non-Allied player (Pakistan and China) sets up first.

Surprise Condition: Extended Buildup.

Pakistan (IROP)

Scenario Specifications

Allocations: 10 x Supply Points; 5 x Combat Outposts; 4 x Special Forces Counters; 3 x Supply Depots; 10 x Missile Points; 36 x Nuclear Weapon Cache markers (see SSR4); and Air Transport Limit = 1.

Air Defenses: Detection – 4; SAMs – 3; AAA – 2

IROP Replacement Points: None

Setup: All ground units set up within 1 hex of the hex printed on their counters. All air units set up in the IROP ready box. The IROP helicopter unit (1 x AH-1) sets up at any Airbase/Airfield in Pakistan.

Reinforcement Schedule: None.

China (PRC)

Scenario Specifications

Allocations: 4 x Airmobile Points (add to IROP total); 1 x MSU; 4 x Special Forces Counters; 10 x Cruise Missile Points; +1 to non-Allied Air Transport Limit.

PRC Replacement Points: GT1-2 = 0; GT3+ = 1

Setup: All ground units of the 43rd Airborne Div, 44th Airborne Div, 45th Airborne Div, and 47th Group Army set up within 3 hexes of Islamabad (3703). Set up air units in the PRC ready box: 3 x J-11B, 5 x Su-30, 4 x J-10, 2 x JH-7, 1 x H-6, 2 x J-20, 2 x J-31. The two Zhi-10 helicopters set up at any Airbase/Airfield in Pakistan.

Reinforcement Schedule: +1 Supply Point to IROP per turn, +1 Missile Point to IROP per turn.

India (ROI)

Scenario Specifications

Allocations: 50 x Supply Points; 2 x Airmobile Points; 4 x Special Forces Counters; 3 x Supply Depots; 5 x Combat Outposts; 20 x Missile Points; and Air Transport Limit = 2.

Air Defenses: Detection – 9; SAMs – 6; AAA – 2; AWACS Advantage – 2

ROI Replacement Points: GT1-2 = 2; GT3+ = 4

Setup: All ROI ground units set up on or within 2 hexes of the hexes printed on their counters. ROI 6th Mtn Div, 50th Airborne Bde, and Artillery Brigades set up anywhere in India. All air units set up in the ROI ready box. ROI helicopters (1 x Rudra, 1 x LCH, 1 x AH-64) set up at any Airbase/Airfield in India.

Reinforcement Schedule: None.

United States (US)

Scenario Specifications

Allocations: 4 x Airmobile Points (add to ROI total); 1 x US Army MSU; 1 x USMC MSU; 4 x Special Forces Counters; 24 x Cruise Missile Points; +2 to Allied Air Transport Limit.

US Replacement Points: GT1 = 0; GT2+ = 1

Setup: All ground units of the 10th Mountain, 82nd Airborne, and 101st Air Assault Divisions set up in the India Holding Box. All USMC ground units set up within 1 hex of Abohar (1417). Set up all US air units in the India, Diego Garcia, or CVN boxes, per aircraft basing rules. US AH-64 helicopters from the three divisions above and the USMC AH-1Z set up at any Airbase/Airfield in India.

Reinforcement Schedule: +3 Supply Points to ROI per turn.

Russia (RU)

Scenario Specifications

Allocations: 3 x Airmobile Points (add to ROI total), 3 x Special Forces Counters, 10 x Cruise Missile Points; +1 to Allied Air Transport Limit.

RU Replacement Points: GT1 = 0; GT2+ = 1

Setup: All Russian ground units set up in the India holding box. Set up air units in the India box per aircraft basing rules: 2 x Su-27, 1 x Su-30, 1 x Su-35, 1 x Tu-160.

Reinforcement Schedule: +2 Supply Points to ROI per turn, +1 Missile Point to ROI per turn.

Scenario Special Rules

1. Initiative: The ROI/US/RU has the initiative automatically on GT1. Starting with GT2, roll a die at the start of the Initiative Phase: 0-4 = ROI/US/RU Initiative Turn, 5-6 = Contested Turn, 7-9 = IROP/PRC initiative Turn.

2. Surprise: All ROI/US/RU attacks on Game Turn 1 receive a bonus of one column shift to the right on the CRT.

3. Weather: Determine the season (rainy or dry) randomly [GSR 4.0]. The Allied player may then choose the weather condition (Clear, Overcast, Storms) for GT1.

4. Pre-Game: After setup, but before the start of GT1, players should do the following in sequence:

- **Ground Unit Movement:** Before the game begins, the Allied player may move each ROI ground unit once up to half (rounded up) of its ground movement capability. Units moved may not build bridges, or use Airmobile/Air Transport/Airborne Movement. Units may not enter an enemy country. ZOCs are not in effect across national borders. Minimum moves [8.5.1] are allowed.

- **IROP Bridge Destruction:** After all pre-game moves are complete the IROP player may attempt to destroy bridges using the ground unit bridge destruction method [GSR 2.4.1.2] only. No VP are awarded to the ROI player.

- **Placement of Nuclear Weapon Caches / Clearing Markers:** The locations of Pakistan's nuclear weapons and materials are determined by randomly placed clearing markers (hereafter referred to as "nuclear weapon cache markers"). All "6" clearing markers are caches of nuclear weapons (9 total). "5" value markers represent valuable nuclear weapon materials or components (9 total). "4" and "3" value markers are dummies (18 total). The IROP player places one randomly drawn clearing marker (there are 36 total), without looking at the side with the numbers, in each hex in Pakistan with Urban terrain, a City, an Installation, or an Airfield (exception: no marker is placed in hexes 2401 or 4304). Once placed, these markers may not be moved by either player (exception: SSR9 & 10), and may only be inspected as specified in SSR8. Nuclear Weapon Cache markers are not considered clearing markers for any purpose.

5. Hardened Targets: Nuclear weapon cache markers are also considered Hardened Targets.

6. Nuclear Weapon Points: Neither side may use Nuclear Weapon Points in this scenario.

7. Clearance Rules: Normal clearance rules are not used in this scenario. Instead, any Urban hex, City hex, or Installation is automatically considered "cleared" at the appropriate step in the reorganization phase if a player has the minimum number of steps required for that hex (i.e., 4 steps for Urban, 3 for City, and 2 for an Installation).

8. Detecting Nuclear Weapon Caches: A player may see the value of a nuclear weapon cache marker using one of three methods:

- **Special Forces Recon Mission:** A successful Special Forces Recon mission allows the player to inspect the nuclear weapon cache marker to see its value. For these Recon attempts, the nuclear weapon cache marker is considered to be an HQ unit in Urban terrain (regardless of actual terrain in location). Do not reveal the value to the other player. Place a "detected" marker on the nuclear weapon cache marker. This detected marker is not removed in the Reorganization Phase.

- **Electronic Detection Attempt:** Electronic Detection attempts may be made against nuclear weapon cache markers. However, only the US attempts are made on the "Allied" column. In addition to normal modifiers, apply a +1 DRM to all detection attempts. A successful attempt allows the player to inspect the marker and see its value. Do not reveal the value to the other player. Place a "detected" marker on the nuclear cache marker. This detected marker is not removed in the reorganization phase.

- **Clearing Process:** In the reorganization phase, after all normal clearing operations, each player may attempt to "detect" a nuclear weapon cache marker in a hex with friendly units using the clearing rules for the terrain in the hex (exception: Airfields are considered "Installations" for this purpose). However, instead of the value on the clearing marker, assume a clearing value of 6 for such an attempt. A successful clearing attempt in a hex allows the player to inspect the nuclear weapon cache marker and see its value. Do not reveal the value to

the other player. A failed attempt may cause step losses per 8.4.1.2. If successful, place a "detected" marker on the nuclear cache marker. This detected marker is not removed in the reorganization phase.

- **Both Sides Detect:** When both sides have placed a "detected" marker on a nuclear weapon cache marker, that marker is flipped over to its revealed side for the remainder of the game.

Important: Apply a –2 DRM to all nuclear weapon cache marker detection attempts by the Non-Allied player, regardless of which detection method is used.

9. Destroying/Damaging Nuclear Weapon Caches: If marked with a friendly Detection marker and not in a hex with friendly units, a nuclear weapon cache may be attacked during a Strike Phase as if it were a hardened Installation. A nuclear weapon cache meeting these conditions may also be attacked with a Special Forces Raid during either Special Forces Phase as if it were an Installation. Only one SOF Raid per marker per SOF phase is allowed. Unlike Installations, nuclear weapon caches do not "repair" any damage they take (i.e., Strike 1 or Strike 2 markers) in the Reorganization Phase. If a nuclear cache marker is destroyed, it is given to the destroying player to be revealed at the end of the game.

10. Securing Nuclear Weapon Caches: During the Victory Determination Phase, each side may "secure" nuclear weapon cache markers if the marker is in a hex with a friendly ground unit and is marked with a friendly "detection" marker. Remove the marker from the map and give it to the side that secured it. In each Phase, the non-Allied player may secure two markers and the Allied player may secure one.

Design Note: The nuclear weapon caches are assumed to represent relatively small amounts of warheads, weapons-grade materials, or associated nuclear weapon support items. As a result, they are hard to find and difficult to destroy. The rule for "destroying" the markers simulates the challenges involved in targeting and confirming the destruction of the materials. The rules for "securing" a marker represent the removal of the materials to a secure location. Players are limited in their ability to do this because of the special personnel and transportation assets required to move such items safely.

11. AWACS Advantage: The scenario starts with Allied AWACS advantage at 2.

12. International Posture Matrix: The international posture matrix [GSR 17.2.1] and Surprise Conditions [GSR 17.2.1.2] are not used in this scenario. The US, PRC, and RU intervention levels are automatically at Level 4.

13. UN Resolutions: There are no UN Resolutions [GSR 15.0] in this scenario. Skip this step in the sequence of play.

14. Game End: Starting with GT3, during the Victory Determination Phase, roll a die to determine if the game ends at the conclusion of the next turn. On a roll of 0-6 the game will end after the Victory Determination phase of the following turn. The game automatically ends at the end of GT6.

15. Victory Conditions: The player with the most victory points at the end of the game is the winner. In the event of a tie, the game is a draw. Before determining VP, all nuclear weapon cache marker are revealed. Ignore the normal VP chart. Victory points may only be earned from the use of optional rules [GSR 16.0] and by meeting the following conditions:

- Each "6" value nuclear weapon cache in a hex with friendly ground units or "secured" (SSR10) at game end: **6VP.**
- Each "5" value nuclear weapon cache in a hex with friendly ground units or "secured" (SSR10) at game end: **4VP.**
- Each "5" or "6" value nuclear weapon cache destroyed by a side (SSR9) during the game: **3VP.**
- Each Installation or Airfield in Pakistan or the IROP Holding Box which does not contain a Strike 2 or Destroyed marker controlled at game end: **1VP** (VP for Non-Allied player only).

18.0 Advanced Game Air Unit Order of Battle

The following details the Air Unit Orders of Battle available for each side. The mix of Pilot Skills, if there is variation, is listed in parentheses.

18.1 India (ROI)

3 x Jaguar (2x0, 1x-1), 3 x MiG-27 (2x0, 2x-1), 4 x Su-30 (2x0, 2x-1), 2 x MiG-29 (1x0, 1x-1), 2 x Mirage (1x0, 1x-1), 4 x MiG-21 (2x0, 2x+1), 4 x Tejas (2x0, 2x+1)

18.2 Pakistan (IROP)

5 x F-7 (2x0, 3x+1), 3 x JF-17 (2x0, 1x-1), 4 x Mirage, 2 x F-16, 1 x J-10

18.3 China (PRC)

4 x J-10 (3x0, 1x–1), 5 x Su-30 (4x0, 1x–1), 3x J-11B (2x0, 1x–1), 2 x JH-7 (1x0, 1x–1), 1 x H-6

18.4 Russia (RU)

2 x Su-27 (1x0, 1x–1), 1 x Su-35, 1 x Su-30, 1 x Tu-160

18.5 United States (US)

USAF: 2 x B-52H, 2 x F-35A, 3 x F-15C (1x–1, 2x–2), 1 x F-16DJ, 1 x B-1B, 1 x B-2A, 4 x F-15E (1x–1, 3x–2), 6 x F-16D (2x–2, 2x–1, 2x0)

USN: 2 x EA-18G, 4 x F/A-18F (1x–2, 2x–1, 1x0), 2 x F/A-18E

USMC: 1 x F/A-18, 1 x AV-8B

18.5.1 Optional Units

  ROI: 2 x Rafale (1x–1, 1x0) [GSR 16.11]

  PRC: 2 x J-31, 2 x J-20 [GSR 16.9]

  CW: 2 x CF-18, 2 x Typhoon [GSR 16.13]

  FR: 2 x Rafale [GSR 16.13]

  USAF: 1 x F-22A, 2 x F-15C (1x–1, 1x0) [GSR 16.8]

  USN: 2 x F-35C [GSR 16.1]

  USMC: 1 x F-35B [GSR 16.1]

19.0 Expansion Counters for *NWK*/*NWT*

As mentioned in GSR 3.11, several expansion counters have been included in this game for use with *Next War: Korea* and/or *Next War: Taiwan*. The rules below detail how they enter each game.

19.1 UK 16th Air Assault Brigade and AH-64

In either game, these units arrives when the first Commonwealth ground units arrive (Reinforcement L). They are only available in *NWT* when using Optional Rule 17.13 (or in a combined game). These units arrive per the normal International Reinforcement rules.

19.2 Commonwealth Air Units

These four air units arrive, one each, as part of the following Reinforcements: D, E, G, & J. The player may choose which unit arrives and places it in any appropriate Basing Box.

19.3 Australian 1st Division

The Allied player conducts rolls on the International Posture Matrix using the U.S. row. If the final result is Moderate or Aggressive, the units may be used in Korea. If the final result is Aggressive, the units may be used in Taiwan. In either case, there is no effect on the UN Resolution Die Roll. These units use ROK or US Supply Sources as appropriate. These units arrive as part of Reinforcement D. Alternatively, the Allied player may automatically include them by giving the non-Allied player 8VP. The Australian units are considered Commonwealth for rules purposes.

19.4 French in *NWK* or *NWT*

The Allied player conducts rolls on the International Posture Matrix using the U.S. row. If the final result is Aggressive, the units may be used in either Korea or Taiwan. In either case, there is no effect on the UN Resolution Die Roll. These units use ROK or US Supply Sources as appropriate. These units arrive as part of Reinforcement F. Alternatively, the Allied player may automatically include them by giving the non-Allied player 6VP. The French are treated as Commonwealth for rules purposes.

Advanced Game Air Defense Resolution

Mission/Move Type	Location/Target		Air Defense Used
Air Strike/Air Unit Combat Support Mission	Inside Enemy country or within two hexes of enemy HQ		Normal ADF Values
	ADF Tracks		
	within naval unit umbrella*		Naval ADF
	None of the above		Local ADF
Attack Helicopter Strike or Combat Support/Airmobile Movement	All		Local ADF
Air Transport/Paradrop	In Enemy country regardless of AS level		Normal ADF Values
	Mission's target hex is in friendly country within two hexes of enemy HQ and…	…flying side has any level AS or Contested Air	Local ADF
		…enemy has any level of AS	Normal ADF Values
	Mission's target hex is in friendly or allied country (not w/i 2 hexes of enemy HQ) and…	…flying side has any level AS or Contested Air	mission auto succeeds
		…enemy side has any level of AS	Normal ADF Values** [25.1 #3b]
Air and Cruise Missile Naval Strikes [17.1.4]**	Detected Naval Unit…	…in All-Sea hex	normal ADF values or naval ADF values
		…in Inshore/At-Sea/ Sea zones	naval ADF values (D result considered ED)
Aerial Mining [23.6]**	Along enemy coast, adj. to enemy naval unit, or w/i 2 hexes of enemy HQ		Normal ADF
	None of the above		Local ADF
	within naval unit umbrella*		Naval ADF

* optional rule
** Special SAM/AAA Rules